

SONICTM THE HEDGEHOG



Adventure



Gamebook



THE ZONE ZAPPER

Nigel Gross & Jon Sutherland

FANTAIL BOOKS

SONIC™
THE **HEDGEHOG**

Adventure Gamebook 4

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*Dedicated to Ben and Stuart
for the loan of their Mega Drives
and much more!*

Introduction

This is a gamebook. You don't read through it like you would a normal book, starting at the first page and ending with the last. In *The Zone Zapper* you decide how Sonic and Tails will defeat the evil plans of Robotnik. How will they fight the Badniks and overcome all the other tricks, traps and puzzles that they will find along the way? That choice is up to you. If you make the right choices for them, they'll win; make the wrong ones – well, you'll soon find out!

Before you start to read the book, have a look at the rules that are printed on the next few pages. They are not very complicated, so don't worry! They are almost the same as the ones in the other Sonic gamebooks. You will also need one ordinary six-sided die, a pencil and an eraser.

Playing the game

In *The Zone Zapper*, you will help Sonic and Tails to make vital decisions in their battle against Robotnik. The decisions you make for them will decide whether they win or lose!

This book is divided into three hundred sections, each with a number. The first one is **1** and the last one **300**,

but you don't read through them in number order. Instead, each section ends with a number of choices. By the side of each of these choices is a number printed in **bold** type. Once you have decided what Sonic and Tails should do, find the section with that number and continue reading. Carry on doing this until you have either finished the adventure or failed along the way.

Before you start, you have to decide how good Sonic is at doing things. If you look at page 12, you will see a chart called Sonic's *Vital Statistics*. As well as listing Sonic's abilities, it also has a place to record what Sonic is carrying (Sonic's Stuff), and also places to record how many lives he has left and how many rings he has collected. Tails doesn't have a chart of his own. In this adventure, his abilities are the same as Sonic's.

Sonic has six abilities: Speed, Strength, Agility, Coolness, Quick Wits and Good Looks. Beside every ability on the chart is a description of what each one means. Read these and then decide what ability you want Sonic to be best at. Now write a '5' in the box by this ability. Then look for the one you want him to be next best at, and write a '4' by the side of this one. Now write a '3' by his third best ability and then a '2'

by all the rest. These numbers show what Sonic's strengths and weaknesses are.

Doing Things

Some sections of this book will ask you to roll a die against one of Sonic's abilities. To do this, you must roll the die, look at the result, and then add it to the number you have given to Sonic's ability. For instance, if you needed to roll against Sonic's Strength, you should roll the die and then look at Sonic's Strength score. If you rolled a '3' on the die and Sonic has a Strength of 4, then the score would be 7 ($3 + 4$). The section you are reading will tell you the number you have to beat to succeed.

Fighting

Sonic also uses his abilities to fight his enemies — you will be told which one in the section you are reading.

All of Sonic's enemies have a fighting score. This is a number between 5 and 10. The lower the number, the worse they are at fighting. To fight them, roll the die and add it to the ability score that Sonic is using. If Sonic rolls higher or equal to an enemy's fighting score, then he has hit his opponent (some enemies need more than one hit to destroy them!). If the enemy is not destroyed, then it can try and hit Sonic!

Roll one die and add it to its fighting score. If the result is more than 10, then the enemy has hit Sonic ... OUCH!

If Sonic is hit by an enemy, he will either lose all his rings or, if he doesn't have any rings, he will lose one of his lives.

Lives

Sonic starts the book with three lives. If he loses them all, he has failed and he must start the adventure again from the beginning. Tails has no lives of his own and if Sonic has lost all his, then Tails must go back to the beginning as well.

Sonic can 'buy' an extra life with 100 rings if he wants to, but he must have collected 100 rings first. Beware, some parts of the adventure need rings to gain access to parts of the Zones.

Carrying Stuff

Sonic starts with a few items. These are already written down in Sonic's Stuff. During the adventure, he will be able to pick up other things. Write these down in Sonic's Stuff so that you will remember what he has collected.

Sonic and Tails will also find rings in the adventure and you will need to write these down as well —

remember to use a pencil and eraser though, as these will need to be altered quite a lot as you read this book.

Well, that's it for the rules, now turn to section 1 and start your adventure.

SONIC'S VITAL STATISTICS

SPEED



Being fast is one of Sonic's most vital points. At full speed sonic can avoid traps and Badniks at will, however, travelling at such high speeds means Sonic can literally run right into problems.

STRENGTH



This is a measure of how strong our hero is. Strength can be used to force open traps and fight enemies...Sonic can do this all day long, but sometimes it's best to think about problems before bouncing on them.

AGILITY



It's no good being quick without being agile. With a good agility rating Sonic will be able to leap and spin superbly. Being a gymnast means Sonic can get into some tricky places, but that doesn't always mean he can get out.

COOLNESS



...the better the score the more likely people are to be impressed by him. all in all this attribute helps Sonic to get what he wants simply by using his charm. Nonetheless, Sonic can't always charm his way out of trouble.

→ QUICK WITS ←



Sonic needs a brain as well as brawn! A good score here will help our hero to think his way out of trouble before it even happens. As ever, Sonic thinks fast – but sometimes too fast for his own good.

→ GOOD LOOKS ←



Probably the most important thing in Sonic's life is looking good and acting Cool! This can impress people, which means they help him and other times it just annoys them and has the opposite effect.

LIVES LEFT:

RINGS COLLECTED:

(If Sonic and Tails have more than 100 rings, then you can buy an extra life for them.)

SONIC'S STUFF:

Note down all the things that Sonic picks up along the way. The text will prompt you when you need to do this...and, of course, don't forget to note down all the rings as well!



1

Robotnik rubbed his hands with glee. It was funny how ideas just popped into his head. One minute he would be thinking about something interesting like trashing Sonic and Tails, then a brilliant idea would form in his head. This particular idea was no ordinary one – it was inspired!

Robotnik had been converting a batch of bunnies into lovely little Badniks. It took so long that too much of his valuable time was being wasted with such unimportant things. The trouble was, the more Badniks he made, the more got zapped by Sonic and Tails. Robotnik often wondered if it wasn't a losing battle. No, of course it wasn't! Sometimes the Badniks actually got those two irritating creatures. That really made it worth while. A smile formed on Robotnik's face, an evil little smile – that is, if an egg can look evil.

Robotnik decided to give his new idea all the attention it deserved, and it deserved a lot. After many hours' hard work and study, Robotnik stood back to admire his handiwork. Standing before him was what looked like an enormous gun. It was too heavy to carry, too long to point or to wave at anyone. No, this gun needed to be somewhere special. Using winches and pulleys, and some press-ganged Badniks, Robotnik managed to get the gun on to the front of a flying machine. Lovingly, he bolted and riveted his new weapon to the machine. He stepped back, sighed, then dismissed the snivelling Badniks that were still hanging around.

'I am truly brilliant. This,' he said, gazing at the huge weapon, 'is the one thing that can rid me of that pesky Sonic and his sidekick for ever. In fact, it can rid me of all the goody-goodies in one go! My Reality Inversion Beam. MY REALITY INVERSION BEAM. That sounds good. I like that.'

Robotnik sat down. He had worked hard, but he was happy. Now, he only needed to test his weapon to make sure that it really worked. The Reality Inversion Beam was supposed to turn good into bad and bad into good. Robotnik didn't like the idea of the second part of that – he was more interested in the good to bad bit. The other great thing about the beam was that it turned things like rings into traps, even trees into Badniks!

'Bring me in another batch of bunnies!' Robotnik boomed at the top of his voice. Two cursing and miserable-looking Badniks wheeled in a cage with six cute little rabbits, noses twitching as they smelt Robotnik's egginess. After the Badniks had left, a wicked grin appeared on Robotnik's face.

'I've been waiting for this,' he sniggered, then he pushed a series of buttons on the remote-control panel. An eerie beam of orange light covered the cage and its captives. In seconds they had been transformed. Instead of six bunnies, there were now six snapping and snarling Badniks ripping their way out of the flimsy cage.

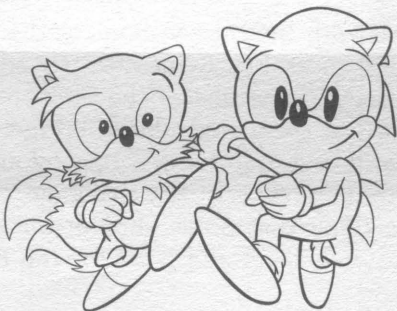
'Ha, ha! Success . . . now for the next test, The Emerald Hill Zone and my friends Sonic and Tails!'

Meanwhile, our two intrepid heroes were having fun in the place they love the best. The Emerald Hill Zone was home – well nearly. They had zapped thousands of Badniks there, grabbed hundreds of rings and nearly always managed to outwit Robotnik and his traps.

'Let's try something else,' says Tails. He has just managed to beat Sonic in a race to a batch of rings and he was feeling quite pleased with himself.

'OK, where? The bridge or the star post?' replies Sonic, determined to beat Tails, whatever his choice.

Where should Sonic and Tails head for next? If you think that they should head for the bridge, turn to **86**. If you think that they would have more fun racing to the star post, then turn to **144**.



2

'What did he say, that flashy character?' says Catcher.

'Something about heading south, but going east first. We haven't seen an eastwards corridor for some time. Maybe it's south from here. What d'you think?' reasons Sonic.

'You could be right, but I don't really remember what he said,' answers Catcher.

Is Sonic right? The choices here are north and west, so how could he be right? Will they go west (turn to 247), or will they head off to the north (turn to 15)?

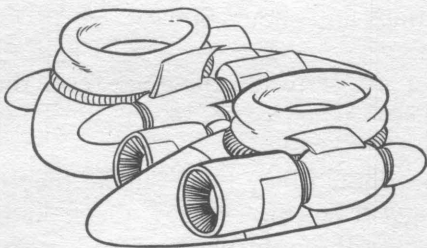


3

Having dealt with the Buzzer, Sonic and Catcher grab the five rings near by. Remember to add these to Sonic's Stuff. Ahead is one of the ultimate challenges of the Zone – a chequered ribbon bridge! Will Sonic have a go at it and grab the ten rings along it? If you think that Sonic can't resist the challenge, then turn to 104. If you think that Sonic should not bother, you can drop down a level and head for the bridge (turn to 228).

4

In order to avoid Clucker, Sonic must try to use his Quick Wits. Sonic needs to score 6 in order to outwit the mechanical chicken. If Sonic manages to get the score he needs, then turn to **162**. If Sonic fails to reach the score, he has no alternative but to fight Clucker, so turn to **298**.



5

Sonic must use his Agility to make sure that he gets all of the rings. Sonic will need to score 5 or more in order to do it. If Sonic is successful, then turn to **239**. If Sonic fails to get the score he needs, turn to **164**.

6

Is this the third Emerald that you have dropped into the beamer? If it is, then turn to **269**. If it isn't, turn to **21**.

7

Sonic reluctantly hands over the five rings. Cool Nak Nik pockets them swiftly and chuckles. Sonic gives him one of his hard looks. Catcher is poised to attack, just like a faithful old dog.

'Here we go then, one map,' Cool Nak Nik says. He hands Sonic a rather soggy-looking map drawn on what seems like toilet paper. Sonic and Catcher are not impressed. 'See you guys around, I guess,' Nak Nik says, disappearing in his familiar puff of smoke.

The two adventurers look at the map together, Sonic crouching so that Catcher can see it. 'Look, it shows us where ten rings are,' shouts Sonic.

'Yeah, but it also shows us the quick route through the Zone,' replies Catcher.

Which route should they take? Should they try to get the ten rings? If so, turn to **171**. Or should they use the quick route through the Zone and try to find the Emerald (turn to **255**)?

8

Sonic is in a hurry, so roll on the table and see how many rings Sonic has managed to collect on his journey to the Winged Fortress Zone.

Roll 1	no rings collected
Roll 2	five rings collected
Roll 3	five rings collected
Roll 4	five rings collected
Roll 5	ten rings collected
Roll 6	ten rings collected

Make sure that any rings collected are added to Sonic's Stuff. Now turn to **121**.

9

The plan works beautifully. The Whisps are swatted in no time at all. The Emerald is just sitting there, waiting to be nabbed. Sonic throws the Whisp Whacker down and runs to grab the Emerald. Catcher is busy, too – he never misses a chance to have a quick snack! Once Catcher has finished his noshing, turn to **173**.

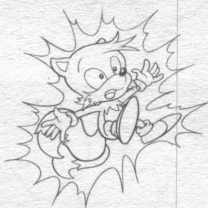


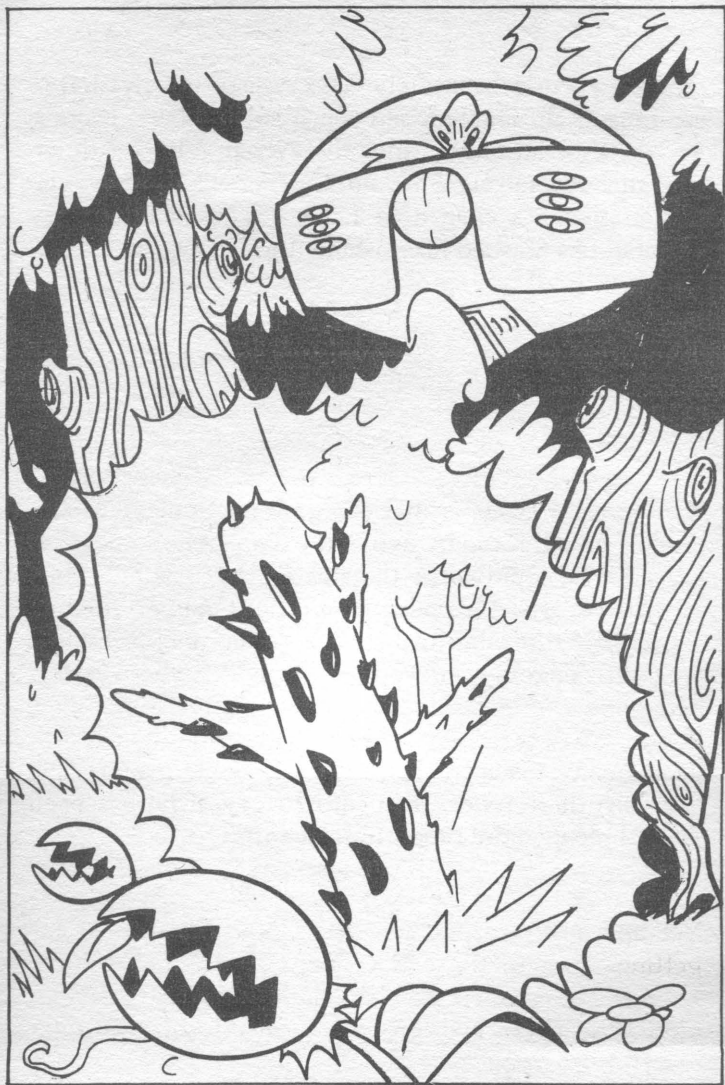
10

The furthest Grabber makes a grab for Sonic, but fails. In his desperation to avoid the Grabber, Sonic trips over. This could be a disaster in the making! Then something weird happens. The other Grabber, the one closest to the tubeway, catches Sonic and picks him up. What is going on? Turn to **153**.

11

How many visits to this Zone has Sonic made? If he has been here twice, then turn to **117**. If he has been here three or more times, turn to **230**.





12

Staying put was a great idea. You can never be too careful where Robotnik is concerned. The two friends huddle behind a rock and just watch. The beam of orange light seems to be getting darker all the time. Suddenly they can see that it is changing from a beam to a series of waves, all heading for the earth. As the waves hit the ground, the most amazing thing happens.

They hit a clump of bushes. The bushes seem to grow, then change shape. In seconds they have become Badniks! The waves move on and touch the star post. It shrinks and melts, then it becomes a spiked trap! Whatever Robotnik is messing around with, it's certainly powerful, and dangerous too.

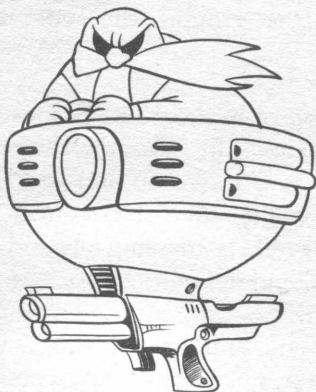
What should Sonic and Tails do now? We are talking about heroes here, not some namby-pamby little cutesie creatures. The choice is yours though . . . Should the hedgehog and his foxy pal attack, just like real heroes? If you think that they should, then turn to **209**. Or should our hero and his sometimes heroic foxy pal leg it as fast as they possibly can? After all, even heroes aren't heroic all the time, are they? Turn to **54**.

13

Yet another Y-shaped junction. Surely they must be getting close to the end of the maze? Sonic doesn't seem to know where he is at all. Catcher has no better idea. Which way will they go? North (turn to **161**) or east (turn to **274**)?

14

Sonic will have to use all of his Strength and Agility to make the tremendous leap. Roll the die and add the result to Sonic's Strength and Agility. If the combined score is 12 or more, then turn to **293**. If the combined score is less than 12, turn to **138**.



15

'Where to now?' asks Catcher. This is an L-shaped junction. The choices are west (turn to **259**) or south (turn to **2**).

16

Sonic does try, but he is too slow. In his panic to get the Skypoon ready, he took too long. The flying machine has disappeared and the opportunity to hit it has gone. Rather down-hearted, Sonic wanders back to Catcher, with the useless Skypoon dangling from his paw. Turn to **280**.

17

Safely past the remains of the scrambled Clucker, Sonic enters the lab itself. Crouching by the doorway, Sonic can see Robotnik tinkering with the flying machine and the beamer. Robotnik disappears into another room to get his tool box. Sonic has one chance. He can grab the machine while Robotnik is busy. By using his Speed and Quick Wits, Sonic can get to the machine and steal it. It is difficult and he doesn't have much time. Roll the die and add the result to Sonic's Speed and Quick Wits. Sonic needs to get a combined score of 9 or more! If he succeeds, then turn to **214**. If Sonic fails, turn to **265**.

18

Sonic does a brilliant spin and grabs the rings. It is such a good manoeuvre that he manages to get back on the platform! Add five rings to Sonic's Stuff. They continue their ride to the top of the platform. Now turn to **294**.



19

The flying machine swoops down. Sonic can see the evil grin on the face of Robotnik. As the machine flies off into the distance, Sonic can hear Robotnik laughing. Then Sonic hears someone else laughing – Cool Nak

Nik. He is standing by a column, chuckling at the two hapless adventurers. 'Now, what are you going to do? You messed up with the Skypoon. I can help . . .' he pauses for a second or so, 'but it'll cost yah.'

Turn to 42.

20

Suddenly, an idea pops into Sonic's head. Why not ask Catcher to spin a web across the chasm? Sonic wonders about the best way to ask him, so that Catcher doesn't think him a whimp.

'Fancy a go at the chasm?' asks Sonic, in a matter-of-fact manner.

'What d'you mean?' replies Catcher.

'Spin a web, or something,' suggests Sonic.

'OK,' says Catcher.

Turn to 146.

21

The Emerald has had an effect, but not enough. Robotnik can still be seen cursing in the flying machine's cockpit. Catcher appears beside Sonic, placing one of his metallic legs around him. 'Good one, but not good enough, my friend,' he says.

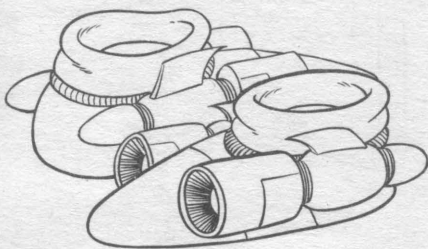
'What can we do? Have we lost?' replies Sonic.

'Not lost,' says another voice – Cool Nak Nik's. 'There is another way ...'

'What!!!!???' ask Sonic and Catcher together.

'There is my own special Zone – my maze. Use my way and you'll be back here for another go,' he replies.

Should the adventurers take him up on the offer? If so, turn to **236**. If you think that enough is enough, then turn to **290**.



22

'Thanks,' says Cool Nak Nik, pocketing the rings. 'Here are your Sneaker Boosters.' Add them to Sonic's Stuff.

'Wow, mega,' replies Sonic.

'I suppose we'll never meet again, but I could be wrong,' says Cool Nak Nik.

'Never is too soon for me,' mutters Catcher. Turn to **279**.



23

Tails just about manages to reach the flying machine with a tremendous leap, but Robotnik is too fast! With a brilliant manoeuvre, he swipes at Tails with the end of the Reality Inversion Beam weapon. The beam hits Tails on the ankle and sends him tumbling. Before he hits the ground, the beam engulfs him. Sonic looks on in horror as Tails begins to stiffen. Then, as the beam plays over the rest of his body, he slowly transforms into a gnashing and gibbering Badnik.

'Tails . . .' screams Sonic. He realizes that it is already too late to save his pal. The newly created Tailsnik falls gently to the ground and starts to hobble towards Sonic. The beam hasn't sufficient power to mend Tails' damaged ankle. This will give Sonic enough time to make his getaway. With tears forming in his eyes at the loss of his friend, Sonic whizzes out of range of the beam. He can only look on as Robotnik continues to wreck the Green Hill Zone with his new weapon. Turn to 163.

24

'Who's a clever pair, then?' sneers Cool Nak Nik. 'Took you a little while, didn't it?'

'Not really. It was a stupid maze,' replies Sonic.

'But clever too,' adds Catcher, not wanting to annoy Cool Nak Nik in case he doesn't give them the Emerald.

Sonic realizes what Catcher is getting at. 'I guess that it was clever really,' he says.

'Here's your Emerald, then. I don't think you really deserve it,' announces Cool Nak Nik. Sonic grabs it before he can take it away again.

Is this Sonic and Catcher's third Emerald? If so, turn to **59**. If Sonic and Catcher need a third Emerald, and they haven't been to the Emerald Hill Zone already, turn to **112**. If this is Sonic and Catcher's second Emerald, and if they have already failed in the Emerald Hill Zone, then the maze was all for nothing. Two Emeralds are not enough. Tails will always be a Badnik, unless Sonic can think of something else . . . but that's another story.

YOUR ADVENTURE ENDS HERE

25

The spring catapults Sonic straight up. He whizzes through the five rings (add them to Sonic's Stuff) and lands perfectly on the upper right-hand block. From here, Sonic can see the dangers which await him over to the right. In the distance is the column where the Power Sneakers are perched, but below it, dangling from the ceiling, are two Grabbers. Best avoided! Should Sonic jump down one block so his chances of getting past the Grabbers are slightly better (turn to **244**), or should he try an enormous jump from here (turn to **278**)?

26

Sonic will need to jump over the Buzzers using his superb Agility. He will need to score 6 or better to do it. If he succeeds, then turn to **240**. If he fails, turn to **55**.

27

Sonic and Catcher head for what they hope will be the end of the Zone. There is still no sign of the Emerald and Sonic is beginning to wonder whether they have missed it.

'We can't have missed it,' says Catcher.

'Don't be too sure about that. Maybe we should've asked Cool Nak Nik for a map?' replies Sonic. As if to confirm Sonic's fears, they reach a sheer cliff. There doesn't appear to be a way around it. It's really very high, with only a handful of points to help climbing.

What should Catcher and Sonic do now? Sonic can try to climb up on his own (turn to **65**). Alternatively, Catcher can try to climb, then pull up Sonic, using his web (turn to **135**). There is one other option: they could just wait and see whether anything happens (turn to **190**).

28

Unfortunately, this direction ends at a cave-in and the tunnel is totally blocked. The heroes have no alternative but to head back eastwards. Turn to **238**.

29

In minutes, Sonic is hovering above the Emerald Hill Zone. Below, he can see the gnashing and gibbering form of the Tailsnik that used to be his friend. Sonic looks for the Reality Inversion Beam controls. He spots the polarity switch. This must be the switch that can change the effect of the beam. The switch is very stiff, and Sonic needs all his Strength to move it. Roll the die and add the result to his Strength. Sonic will need to score 8 or more to move the switch. If he succeeds, then turn to **148**. If he fails, turn to **175**.

30

Sonic trashes the three Buzzers with no problem. He gets to the far side of the clump of trees and lands gently on his feet.

'What's taking you so long!' he shouts at Catcher. The spider saunters through the trees, taking his own time and ignoring the hedgehog. Sonic stands there, tapping his sneakers on the ground. Now that they have got past the Buzzers, they really need to find this Emerald, but there is another obstacle ahead of them! Turn to **240**.

31

'Ajar,' answers Sonic.

'Correct. I suppose I'd better give you the Skypoon,' Cool Nak Nik replies. He hands over a strange-looking, spear-like weapon sitting inside a mechanical case.

'How do you use it?' asks Sonic.

'Ah, that'll cost ya,' replies Cool Nak Nik.

'Cost me what?' says Sonic. It ends up costing Sonic his Power Sneakers, but at least now he knows how the Skypoon works. Remember to delete the Power Sneakers from Sonic's Stuff. Now turn to **197**.

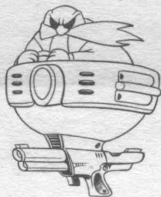
32

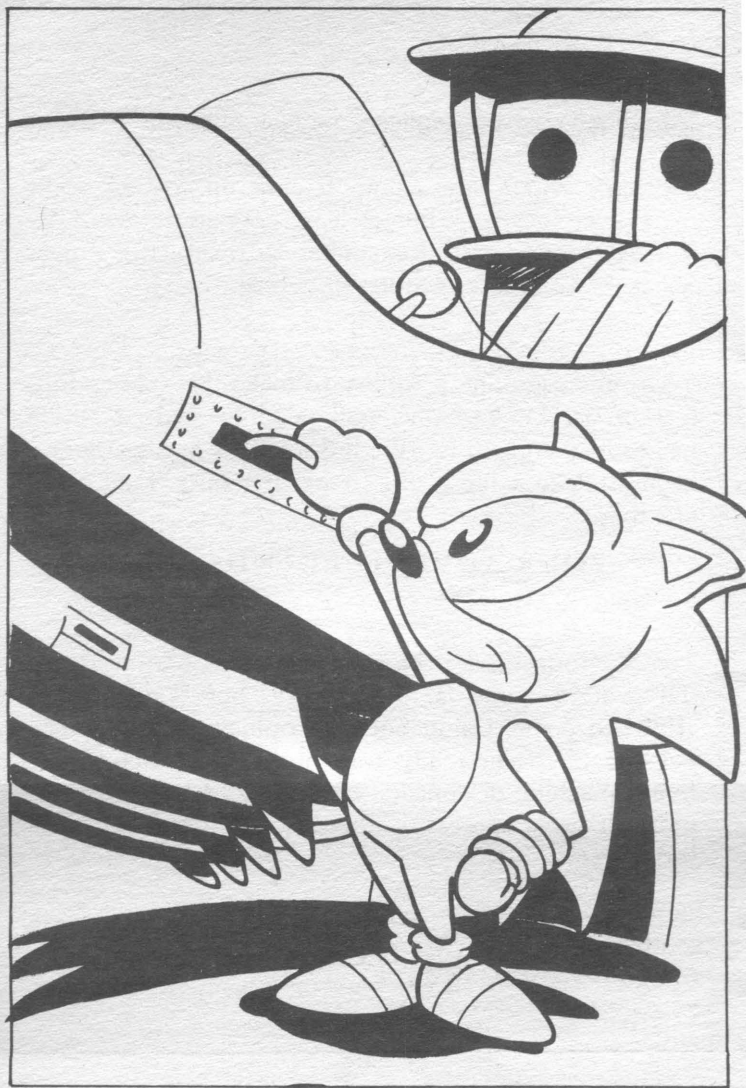
You must use Sonic's Agility to make this tremendous feat of acrobatics. Sonic will need to score 6. If he makes it, then turn to **185**. If Sonic fails in his attempt, he must lose a life. Turn to **95**. If this is Sonic's last life, then . . .

YOUR ADVENTURE ENDS HERE

33

The Skypoon misses the target and falls harmlessly to the ground. Time is running out, but Sonic cannot afford to panic. Using Sonic's Coolness, see if he can get the Skypoon ready for another shot before the flying machine disappears. He will need to score 6 or more. If he is successful, then turn to **90**. If he fails, turn to **16**.





34

Sonic sees five Sky Race Chasers. They each have a slot in the side, just beside the starter button. Sonic reads the instructions and realizes that they cost five rings to use. Sonic inserts the five rings, and climbs on board one. Twisting around, he presses the starter button and the Chaser coughs into life.

The sleek craft whizzes towards the Sky Fortress, the home of Robotnik. Sonic doesn't have to steer the craft, it seems to be remote controlled. The Chaser is fitted with a device that allows it to avoid all of the clouds and the acid dropping down, and in minutes it is manoeuvring to dock with the Sky Fortress. Turn to **105**.

35

'You're nearly there, but not quite!' booms the voice of Cool Nak Nik. 'By the way, this is me. No clues apart from head north ...'

'Do you believe him, Catcher?' asks Sonic.

'Not this time,' replies Catcher.

Should they ignore Cool Nak Nik's advice and head south (turn to **123**), or should they follow his advice and go north (turn to **62**)?

36

'Fancy having a go at it?' Sonic asks Catcher.

'Not really. I'd fancy it as a home though. Look at that shape – ideal for a web,' he replies.

'Go on. I don't think that I can manage it,' continues Sonic.

'I'm not keen,' repeats Catcher.

Sonic will have to use his Good Looks to convince Catcher. If Sonic succeeds, then turn to **202**. If Sonic fails, turn to **98**.

37

'Are you sure we're heading the right way?' says Sonic.

'No, not really. You got any better ideas?' replies Catcher. Will they head east (turn to **161**) or south (turn to **73**)?

38

They wait patiently for a few minutes, then Robotnik does exactly what they were hoping he would do. The craft comes a little lower. The two heroes have a chance now. What will they do? Should Sonic attack (turn to **212**), or should he try using the Magno Ladder (turn to **45**)?

39

The map is very detailed and shows all the areas of the Zone to be avoided. Pretty soon the two friends find themselves at the start of a huge loop with five

rings placed at the top. Beyond the loop are a series of blocks that are moving slowly up and down in a regular pattern. It seems easy enough!

Should Sonic swap his sneakers for the new Power Sneakers (they would give him extra speed)? If so, then turn to **80**. (Remember to add the Power Sneakers to Sonic's Stuff.) If you think that Sonic can cope with the loop without the help of the Power Sneakers, turn to **71**.

40

Whatever Sonic and Tails hoped to achieve by that, Robotnik had other ideas. Just as the two of them reached the top of their spinning jump, the flying machine eased up and out of reach. The beam of orange light seems to be getting darker all the time. Suddenly they see that it is changing from a beam to a series of waves, all heading for the earth. As the waves hit the ground, the most amazing thing happens. A clump of bushes seems to grow, then change shape. In seconds the bushes have become Badniks! The waves move on and touch the star post. It shrinks and melts, then it becomes a spiked trap! Whatever Robotnik is messing around with, it's certainly powerful, and dangerous too.

What should Sonic and Tails do now? They have only two choices really, seeing what the beam can do. If they stay put, the beam will get them. If you think that Sonic and Tails should make a run for it, turn to **54**. If you think that they should try to attack the flying machine one more time, then turn to **107**.

41

Sonic will need to use his Agility skill. He must score 6 or more. If he succeeds, then turn to **111**. If he fails, turn to **253**.



42

'It seems to me that you have three choices,' announces Cool Nak Nik.

'Just what are they, then?' asks Catcher.

'And what makes you think that you know more about anything than we do?' adds Sonic.

'Well, you can either give up right now – it'll save the pain of failing later,' says Cool Nak Nik, beginning to laugh. 'Or you can let me give you another chance. Alternatively, since you have failed already, you could just wait around and see what happens!'

Sonic is beginning to dislike this cocky character. It's a shame that he needs him at the moment. What will Sonic and Catcher do? They can give up (turn to **140**). They can ask Cool Nak Nik for some more help (turn to **219**). Their final choice is to wait and see what happens next (turn to **262**).

43

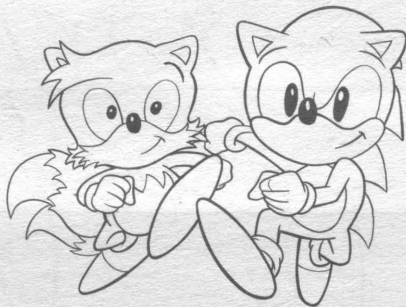
As they hide behind a rock, the flying machine gets closer and closer. Sonic quickly pulls off his sneakers and puts on the new blue Boosters. The flying machine gets so close that they can both see Robotnik smirking inside the cockpit. Now turn to **281**.

44

After calling for another few minutes, they suddenly see him! He saunters over, with no apparent rush.

'What do you want? I thought I said that I'd see you at the end of this Zone?' he reminds them.

What will they ask for? A map of the Zone (turn to **184**), or the next device they need to get the Aquatic Zone Emerald into the beamer (turn to **119**)?



45

To use the Magno Ladder at the right time, Sonic needs to be fast. He will need to use his Quick Wits. Sonic must score 7 or more. If he manages this, then turn to **217**. If he fails, turn to **287**.



46

Sonic continues reading Robotnik's strange writing. He finds out that the other two Chaos Emeralds are hidden in the Aquatic Ruin Zone and the Emerald Hill Zone.

Robotnik, thinking that he is clever, has also provided Sonic with a clue to get the Emeralds into the flying machine's weapon! Hidden in the Chemical Plant Zone is a Magno Ladder. In the Aquatic Ruin Zone is a Skyspoon, and in the Emerald Hill Zone are a pair of Sonic Sneaker Boosters. Robotnik has hidden these so that if he ever fell out of the flying machine, he would be able to get back in it. Lucky for Sonic that Robotnik thinks of everything! Turn to 58.

47

'Thanks,' says Sonic, pulling the remains of Catcher's line off his spines.

'No problem,' replies Catcher.

This big obstacle has been removed, now they can clearly see the Emerald, way off in the distance. Turn to 268.

48

The two adventurers can head off in three directions from this cross-roads. Which way will they go:

East?

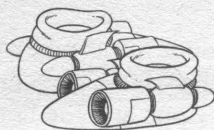
Turn to 276

North?

Turn to 85

South?

Turn to 270



49

'They are the same,' announces Sonic, after thinking for a second or two.

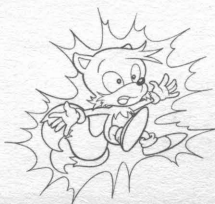
'Very good, didn't think you'd get that one,' replies Cool Nak Nik.

'Good looks and a good brain, too,' answers Sonic, rather pleased with himself.

'Enough of that, you'll make me sick! Here's a Magno Ladder. Make sure you use it right. See you at the end of the Aquatic Ruin Zone, then? If you make it that far, which I doubt!'

'We'll see,' warns Sonic.

Now turn to 93.

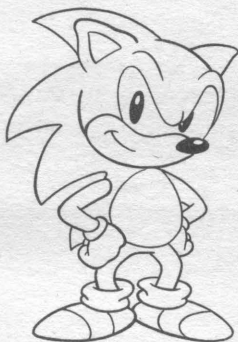


50

Sonic and Catcher arrive at another junction – looks like they're in a maze! This time the choices are east (turn to **125**) or north (turn to **182**).

51

Sonic knows the score. He must zoom up the slope ahead, using the Sneaker Boosters to gain that extra height. Roll against his Speed. Because of the boosters, Sonic can add 3 to his score. He must still get 9 to be high enough to reach the flying machine. If Sonic succeeds, turn to **225**. If he fails, then turn to **118**.



52

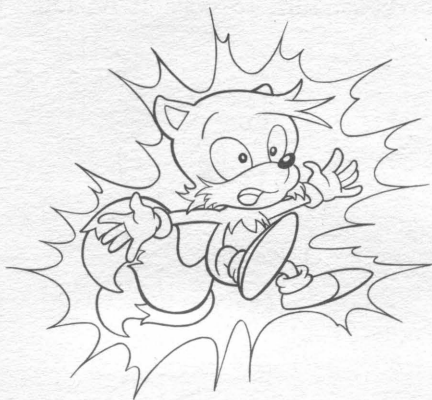
Sonic makes it on to the upper left-hand block. From here, he has a good view of this part of the Chemical Plant Zone. He can go for the rings, which are very close by – if he hasn't nabbed them already (turn to **189**). Or, he can leap across the gap and land on the upper right-hand block (turn to **206**).

53

The furthest Grabber grabs Sonic. Sonic can lose either all of his rings or a life. If this is Sonic's last life, then . . .

YOUR ADVENTURE ENDS HERE

If this isn't Sonic's last life, or if he had a batch of rings, then something weird happens. The other Grabber, the one closest to the tubeway, catches Sonic and picks him up. What is going on? Turn to **153**.



54

Robotnik's beam is getting close now. The bushes and rocks near by have already become Badniks, and they're heading towards Sonic and Tails. Use Sonic's Quick Wits to get out of the beam's way. Roll the die twice. Each time, Sonic must beat a 6 to succeed. If he is successful *both* times, turn to **74**. If he fails once, then turn to **243**.

55

Having failed that, Sonic has no alternative but to attack the Buzzers. Turn to **165**.



56

As Sonic hits the entrance to the tubeway, he realizes that he is perilously close to the Grabbers. He must use his Agility to avoid certain doom! Sonic will need to score 6 to make sure that he gets through the entrance-way without falling foul of the Grabbers. If Sonic succeeds, turn to **10**. If Sonic fails, then turn to **53**.

57

Once again, three corridors lead from this cross-roads. Which one will they take:

The north corridor?

The south corridor?

The west corridor?

Turn to **103**

Turn to **238**

Turn to **114**



60-63

tourist really,' answers Cool Nak Nik. With that, he disappears in a puff of smoke.

'Good riddance,' says Catcher.

'Agreed,' replies Sonic. The next thing they know, they're back in the Emerald Hill Zone. Turn to 272.

60

Now that all the Whisps have been whacked, Sonic and Catcher can grab the Emerald. Catcher wants to have a snack first, so he leaves the job of grabbing the Emerald to his hedgehog friend. Once Catcher has finished noshing the Whisps, turn to 173.

61

There is nothing else to be done apart from running away and waiting for the next opportunity to get into the lab. Sonic makes his way back to the start of the Sky Chase Zone. Turn to 77.

62

'I knew that we shouldn't trust him,' says Sonic, bashing his head on the dead end.

'Double back, then, I guess,' replies Catcher.

Now turn to 35.

63

The slope is quite steep, but at the top is a clutch of five rings. Sonic and Catcher look at them and try to

decide whether they should go for them or not. If you think that they should, turn to **267**. If you think that they should press on and forget the rings, then turn to **124**.

64

Sonic has been hit by the block! He must lose a life or all his rings. If he has any lives left, then he can grab the Emerald. If this was Sonic's last life, then . . .

YOUR ADVENTURE ENDS HERE

If Sonic is still OK, then turn to **226**.

65

Sonic will have to use all of his Strength and Agility to make the tremendous leap. Add the two scores, together with the die roll. If the result is 12 or more, then turn to **293**. If the result is less than 12, turn to **132**.



66

There are five moving blocks to tackle. Sonic will have to use his Quick Wits to make sure that he figures out which way the blocks are going, and he will need his Agility to make each of the awkward jumps.

Sonic needs to score 5 or more for each of the Quick Wits' tests (remember that there are five of these). He will need to score 6 for each of the Agility tests (there are also five of these).

If Sonic fails any of the throws, then he can try again from the beginning. But make sure that you take one of Sonic's lives away first. If this is Sonic's last life, then . . .

YOUR ADVENTURE ENDS HERE

If Sonic fails any of the throws, but still has some lives left, then he could ask Catcher to do the job for him (turn to **178**). If Sonic has managed to make it all the way up to the top of the five blocks, then turn to **289**.



Now that they are past the bridge, they can relax for a little while. Too soon, another obstacle is in their way. This time they are faced with a steep slope. It will need some fast speed to get up there. Sonic will have to carry Catcher on his back to make sure that the spider makes it too. This means that you will have to

reduce Sonic's Speed skill by 2! He will still need to score 5 or more to do it! If Sonic succeeds, then turn to **291**. If Sonic fails, you will have another chance to get up the slope by turning to **170**.

68

'We're out of rings,' says Sonic.

'Oh dear! Oh dear! Now what? Looks like you're stuck, then, doesn't it?' giggles Cool Nak Nik.

'We're not stuck. I'll boff you and take yours,' says Catcher.

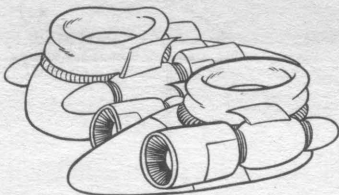
'I don't think so. Look, this time I'll be nice. Here's the Magno Ladder. But you owe me five rings, OK?' he replies.

'Thanks,' replies Sonic.

'See you at the end of the Aquatic Ruin Zone, then? If you make it that far, which I doubt!'

'Don't be too sure of that,' warns Sonic.

Now turn to **93**.





69

Just as Sonic reaches his target, the Grabber catches him. He doesn't even squeeze Sonic, and only holds him suspended in mid-air!

'Woo dude! Let's talk about this. What's with all of the heavy attacking stuff?' says the Grabber. Sonic stares blankly into the metallic eyes of the Grabber and sees that there is no evil lurking there.

'I'm a good guy these days, ever since that fool Robotnik zapped me,' continues the Grabber. 'As you can see, I'm a Catcher, not a Grabber any more!'

'You're a what?' replies Sonic, somewhat taken aback at the Grabber's statement.

'A Catcher . . . C-A-T-C-H-E-R. Want me to spell it again? I'm not happy about what I am, but I can't do anything about it, hanging here.'

'So what's the deal then?' asks Sonic, getting himself together again.

'Cut me down and I'll help you. You've only got to promise to zap me back into a Grabber again if we manage to reverse that stupid ray thing of Robotnik's,' the Catcher replies.

'Seems cool to me,' agrees Sonic. Turn to 216.

70

Sonic prepares himself to attack. The Mashers peer over him every time they leap. They are ready too.

The Mashers have a fighting score of 3 and only need to be hit once to be destroyed. Sonic can fight them one at a time. If he fails, then he must lose a life or all his rings. If this is Sonic's last life, then . . .

YOUR ADVENTURE ENDS HERE

If Sonic succeeds, then read on. The Mashers are really no match for him and he just bounces over them and grabs two rings in the process. No problem at all! Catcher is impressed. The Mashers had no chance with Sonic spoiling for a fight! Catcher skitters across the bridge and rejoins Sonic. Turn to **67**.



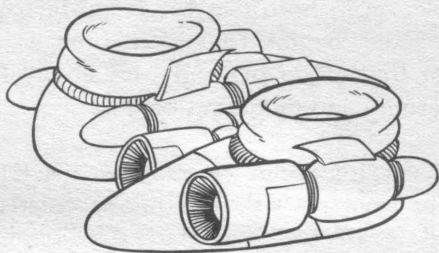
71

Sonic gears himself up for the loop. Catcher sits and waits for him to get past the obstacle before trying his own way of getting through. Sonic hits the loop at speed, gets the rings (add these to Sonic's Stuff), then comes around the bend and spots the return spring. He will have to act fast. Using Sonic's Quick Wits, try to score 5 or more. If Sonic manages this, then turn to **207**. If Sonic fails to make the score, turn to **91**.

72

What an incredible jump! Sonic clears the chasm with metres to spare. Sonic gives a thumbs-up sign to Catcher, who waves a couple of his legs back at the hedgehog.

Catcher fires a line across the chasm, then swings over, Tarzan-like. He lands beside Sonic and they congratulate one another on this amazing feat. So much for Cool Nak Nik saying that the map showed the easy way through the Zone! They cannot be far from the end of the Zone, but they haven't seen the Emerald yet. Turn to 193.



73

'This looks promising. It's a cross-roads. I don't think we've been this way before,' says Catcher.

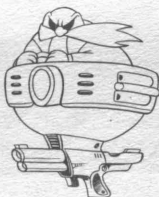
'How can you be sure?' replies Sonic.

'Just a feeling. I reckon that we should go north,' continues Catcher. Do you agree with Catcher? If so, turn to 37. If you disagree, then Sonic and Catcher can head south (turn to 274) or east (turn to 270).

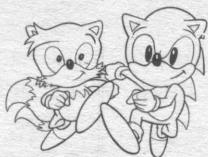
Although both Sonic and Tails have made their rolls, Robotnik has guessed where the two of them were heading. The flying machine spins around in the air and zooms towards the rocks where the heroes are going. The machine gets there first and transforms the rocks into more Badniks. Sonic comes to a juddering halt, sending dust and grass cuttings flying up into the air. Tails cannot slow down quickly enough and collides with the nearest Badnik. The Badnik is zapped, but Tails finds himself on the ground with the beam centimetres from him. He has hurt his ankle and cannot get up.

Sonic looks on in horror as the beam hits his friend's legs first. Tails begins to stiffen, then as the beam plays over the rest of his body, he slowly transforms into a gnashing and gibbering Badnik.

'Tails . . .' screams Sonic. He realizes that it is already too late to save his pal. The newly created Tailsnik pulls itself to its feet and starts to hobble towards Sonic. The beam doesn't have sufficient power to mend Tails' damaged ankle. This will give Sonic enough time to make his getaway.



With tears forming in his eyes at the loss of his friend, Sonic whizzes off out of range of the beam. He can only look on as Robotnik continues to wreck the Emerald Hill Zone with his new weapon. Now turn to 163.



75

'I'll help you, wait a minute!' screams Sonic, beginning to boost himself for a super-jump. Before he can act, Sonic looks on in horror as the beam hits his friend's legs. Tails begins to stiffen, then as the beam plays over the rest of his body, he slowly transforms into a gnashing and gibbering Badnik.

'TAILS! TAILS, I'm coming!' screams Sonic. Then he realizes that it is already too late to save his pal. The newly created Tailsnik pulls itself to its feet and starts to hobble towards Sonic. It seems like the beam doesn't have sufficient power to mend Tails' damaged ankle. This will give Sonic enough time to make his getaway.

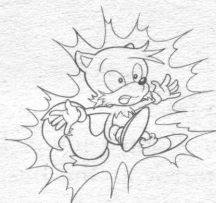
With tears forming in his eyes at the loss of his friend, Sonic whizzes off out of range of the beam. He can only look on as Robotnik continues to wreck the Emerald Hill Zone with his new weapon. Now turn to 163.

76

'This does look good. It's an enormous cave ... cave ... cave ...' says Catcher.

'This echo's getting on my nerves ... nerves ... nerves ...' replies Sonic.

If you think they should head east from here, then turn to **161**. If you think west is a better option, turn to **35**.



77

Is this Sonic's first visit to the Sky Chase Zone? If it is, then turn to **129**. If this is not his first visit to the Zone, turn to **11**.

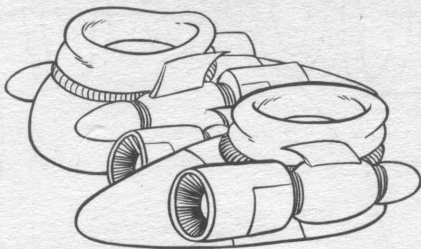
78

Sonic manages to grab the rings. Make sure that you add these to Sonic's Stuff, you never know when he will need them. As Sonic tries to get back to the top of the column, Catcher reaches out and stops him from falling down to the ground, way below.

'Cheers, man,' says Sonic.

'No problem,' replies Catcher.

'I'd better get the Power Sneakers, then we'll be on our way. OK?' decides Sonic. Now turn to 39.



79

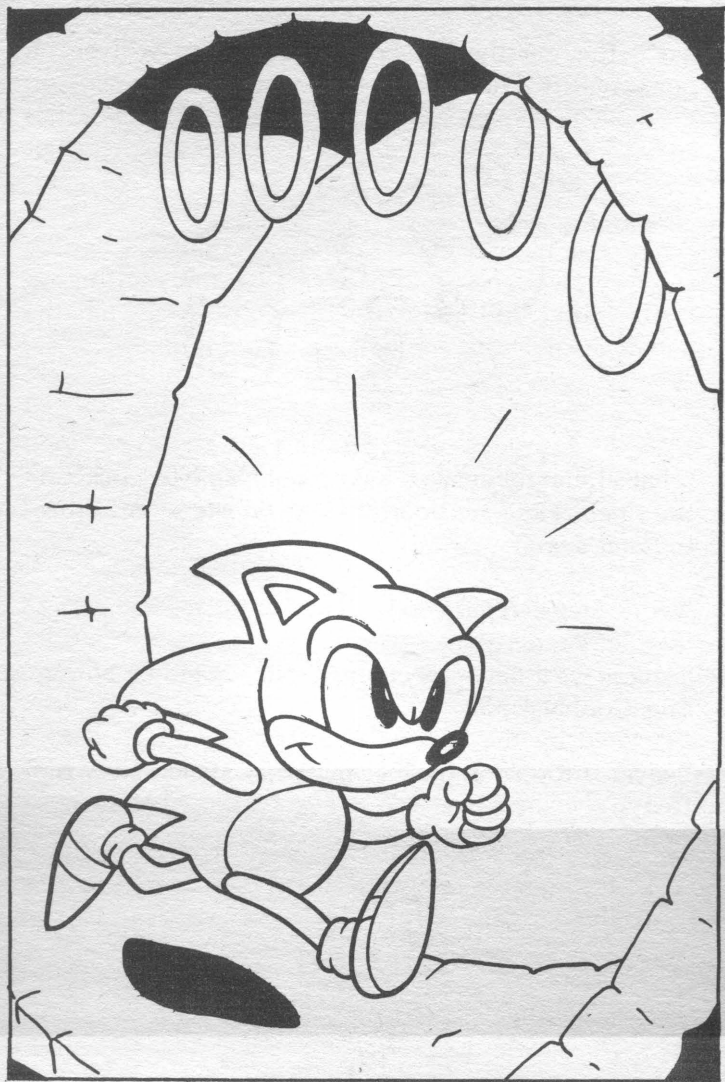
'That's the right answer,' says Cool Nak Nik, pocketing the rings. 'Here are your Sneaker Boosters.' Add them to Sonic's Stuff.

'Wow, mega,' replies Sonic.

'I guess we'll never meet again, but I could be wrong,' says Cool Nak Nik.

'Never is too soon for me,' mutters Catcher. Now turn to 279.





80

Sonic pulls off his own sneakers and proudly slips on the new Power Sneakers. They look pretty cool, but he'd have preferred them in blue instead of red, but what the heck!

Sonic revs up and bursts into action, but he is going too fast. He manages to grab the five rings at the top of the loop (add these to Sonic's Stuff), but he hits the end of the track and bounces back on a spring.

What should Sonic try now? Should he go for it again with the Power Sneakers on (turn to 203), or should he keep them on and just try it a little slower this time (turn to 172)?

81

With a terrific shove, the door caves in. Sonic kicks the shattered remains of the wood aside and strides triumphantly into the room. Catcher waits outside, hoping that some little bugs or insects have been disturbed by the violence. Sonic grabs the five rings hidden in the room (remember to add them to Sonic's Stuff), then reappears. Which way should they head now:

To the upper levels of the Zone?
To the bridge?

Turn to 166
Turn to 228

82

This is another cross-roads. Sonic and Catcher have three choices this time. Which way will they go:

North?
West?
East?

Turn to **248**
Turn to **259**
Turn to **15**

83

'No rings, no map. What d'you think I am? A charity?' says Cool Nak Nik. With that, he disappears in a puff of smoke. The two heroes have no alternative but to face the Zone the hard way. Now turn to **254**.

84

With amazing agility and speed, Sonic manages to dodge the arrow before it hits him. Turn to **27**.

85

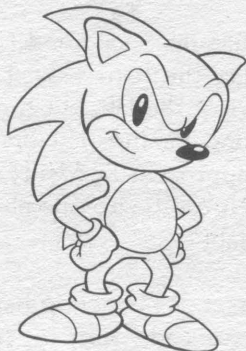
'Are you sure that this is the right way?' asks Catcher.

'No. Not really. I think we're lost,' replies Sonic, honestly. Which way should they go now? They can either head off to the east (turn to **221**) or to the south (turn to **48**).

86

Sonic and Tails revved up, then in a blur of blue and orange sped for the bridge. Sonic made it there first, with a jump, a boff or two and an amazing skid, and stopped at the far side of the bridge. By then, Tails had only just arrived at the approach to the bridge . . . pheeew what a slowcoach! Sonic could see the expression on his face. Tails was angry with himself for not having made it first. Tails didn't really mind, though, as long as Sonic had got the Badniks.

'Race yah to the star post,' suggests Tails. 'I'll beat yah this time.' Before Sonic could agree, Tails was speeding off up the hill, leaving Sonic in a cloud of dust and churned-up grass. Turn to 144.



87

With an incredible jump, Sonic clears the bridge safely. He leaves the mad Mashers leaping uselessly behind him. But what about Catcher? He fires a line and hitches it to a chequered ribbon bridge above and swing across. Not content with this, he grabs five rings in the process! 'Here you go,' he says triumphantly, handing the rings over to Sonic.

'Cheers,' replies Sonic. 'Nice one.'

They can now move on. Turn to 67.

88

Sonic finds five rings hidden in the room. Make sure you add these to Sonic's Stuff. What should he do now? Should Sonic wait for a while and try to figure

out his next move (turn to **242**)? Or, should Sonic try jumping around to keep himself warm because it's very cold in the little room (turn to **145**)?

89

Having failed to use his Speed and Quick Wits, Sonic must search the lab the hard way. Little by little, he looks in every part of the lab, but time is running out. Sonic hears someone coming. The first door opens and heavy footsteps approach. Suddenly, there is a smell of eggs in the air! It can be no one else – Robotnik has come back to the lab!

Using his Coolness, our hedgehog hero needs to score 6 or more. If he succeeds, turn to **204**. If Sonic fails, then turn to **61**.

90

Having got himself sufficiently together to make another attempt, Sonic must use his Quick Wits again to hit the target. This time, Sonic needs to score 7 or more to succeed. If he does, then turn to **169**. If he fails, turn to **245**.

91

Sonic is bounced back again. He is getting a little bit annoyed by this. That's uncool – there has to be another way. But what is it? Catcher acts before Sonic decides what to do next. Catcher throws a line to the top of the loop, wraps four of his legs around Sonic, then swings Tarzan-like across the whole of the loop. Pretty neat stuff! Turn to **257**.

92

Despite the heavy load on Sonic's back, he manages to leap on to the block and make it to the other side. Catcher jumps off and lands beside him.

'Thanks for the lift,' says Catcher.

'My pleasure,' replies Sonic, wondering if his back will ever recover! Turn to **160**.



93

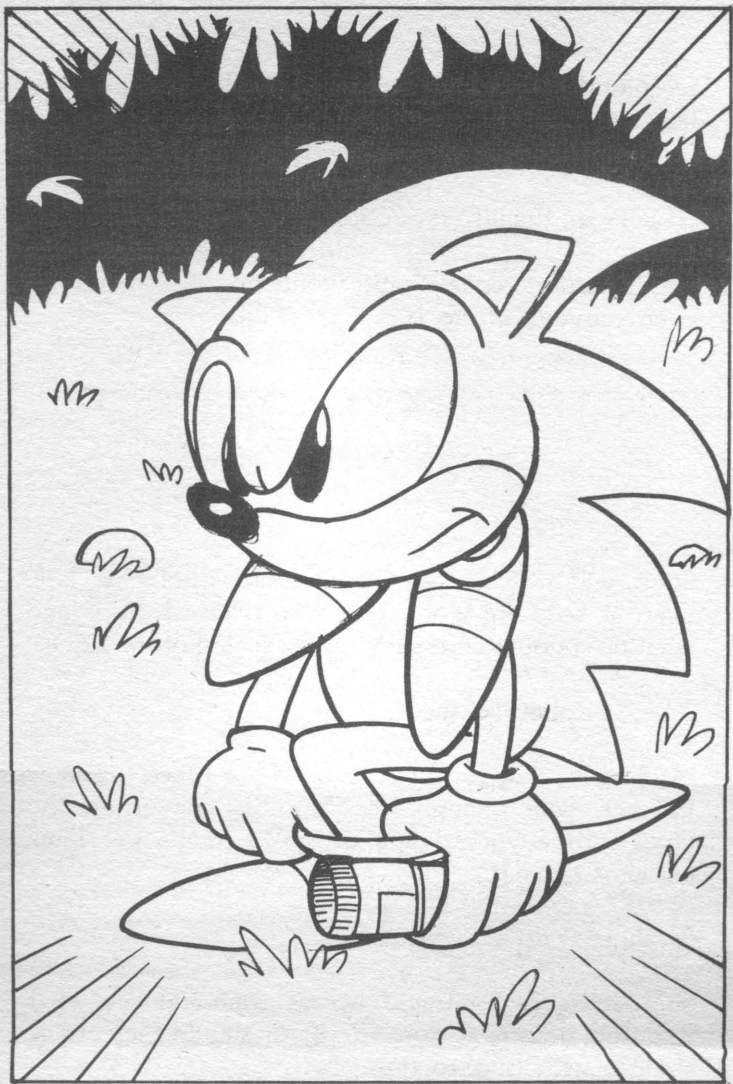
Sonic and Catcher say goodbye to Cool Nak Nik. Even as they are wondering who on earth he is and what he is doing here, they reach the end of the Zone.

'There's Robotnik!' shouts Sonic.

'And he's using the beamer on those pipes!' screams Catcher. Sure enough, the beam is converting the pipes into a wicked line of spikes. 'Let's get him!' exclaims Catcher.

'Yeah! Let's do it,' replies Sonic.

Should the two intrepid heroes wait and see what Robotnik does next (turn to **38**), or should they attack straight away (turn to **176**).



94

With no real effort at all, Sonic jumps up and breaks open the box containing the Power Sneakers. Add these to Sonic's Stuff. He ties the sneakers' laces together and wraps them around his neck for safekeeping. There is no more time to mess around, he needs to have a good look at the map. Turn to 39.

95

Sonic plummets down and lands heavily on the grilled walkway with a THUMP! Sonic must lose a life (or all his rings) for this nasty fall. If this is Sonic's last life, then . . .

YOUR ADVENTURE ENDS HERE

If, on the other hand, Sonic still has some lives left, then he can brush off the grime and dust and try something else. There isn't really much of an alternative after all. He has to try the tube. Turn to 130.

96

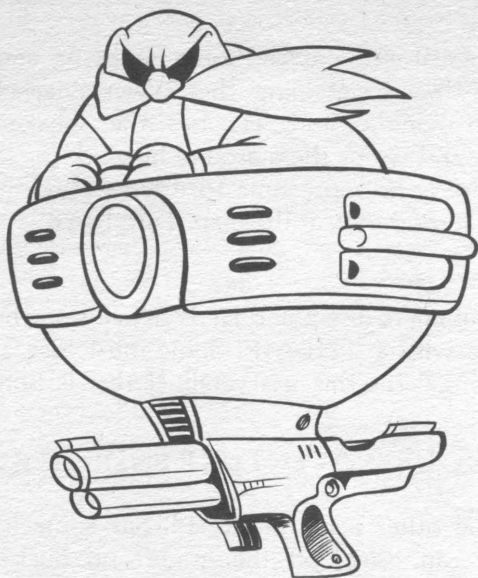
'Give me the invincibility,' repeats Sonic.

'No way, come and get it, blue boy!' replies Catcher.

'You're asking for a good boffing,' warns Sonic.

'Just you try it! I'm invincible,' says Catcher.

Should Sonic go for it and attack Catcher (turn to 191)? Or should he lay off and let him keep it and be content with the ten rings (turn to 296)?

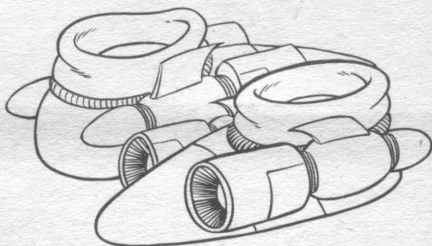


What a mess! No matter who failed the Agility test, the result was the same. In their eagerness to get at Robotnik, the two pals collide in mid-air and hit the deck in a jumble of legs, fur and spines. Sonic gets up quickly and dusts off his spines. He shakes and they all fall back into place – sheer perfection despite everything! Tails is worse off, in the fall he had twisted his ankle. He cannot stand, and even finds it impossible to try. Things look bad. The flying machine is still above them. The beam of orange light seems to be getting darker all the time. Suddenly they notice that it is

changing from a beam to a series of waves, all heading for the earth. As the waves hit the ground, the most amazing thing happens.

The orange waves strike a clump of bushes. The bushes seem to grow, then change shape. In seconds they have become Badniks! The waves move on and touch the star post. It shrinks and melts, then it becomes a spiked trap! Whatever Robotnik is messing around with, it's certainly powerful, and dangerous too.

Sonic had better move fast. Should Sonic move towards Tails and the approaching waves (turn to **122**), or should he wait and hope that Tails can get out of the waves' way (turn to **186**)?



98

'No way! I'm not doing it,' says Catcher.

'OK. Now what?' asks Sonic, rather annoyed at Catcher's attitude. Sonic can choose either to climb up the loop (turn to **152**), or to try out one of his super-spins and grab the rings (turn to **137**).

99

Sonic lands heavily on the walkway with a THUMP! Sonic must lose a life (or all his rings) for this nasty fall. If this is Sonic's last life, then . . .

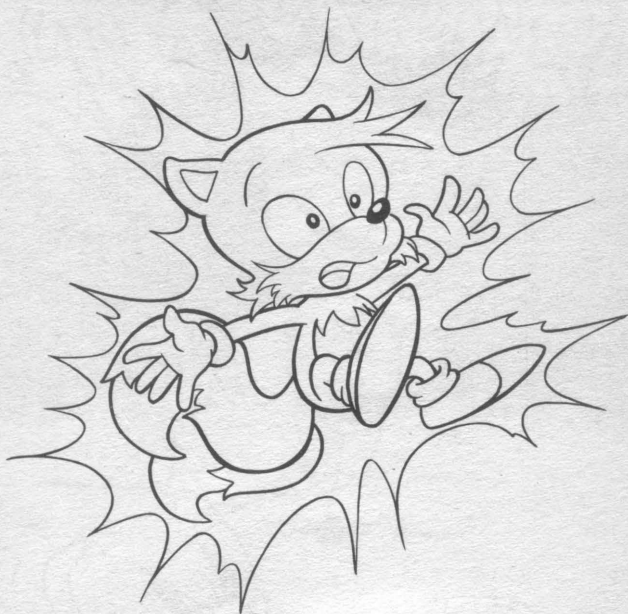
YOUR ADVENTURE ENDS HERE

If Sonic still has some lives left, then he can brush off the grime and dust and try something else. The only choice he has is to try the tube, so turn to **130**.



100

Robotnik is recharging the batteries of the flying machine. Sonic knows that he has a slim chance of grabbing the machine and trying to fly off in it. Robotnik has wandered off to the other side of the lab and he isn't looking Sonic's way. Using his Quick Wits, Sonic must try to score at least 7! This is difficult, but worth a try. If Sonic succeeds, then turn to **214**. If he fails, turn to **265**.



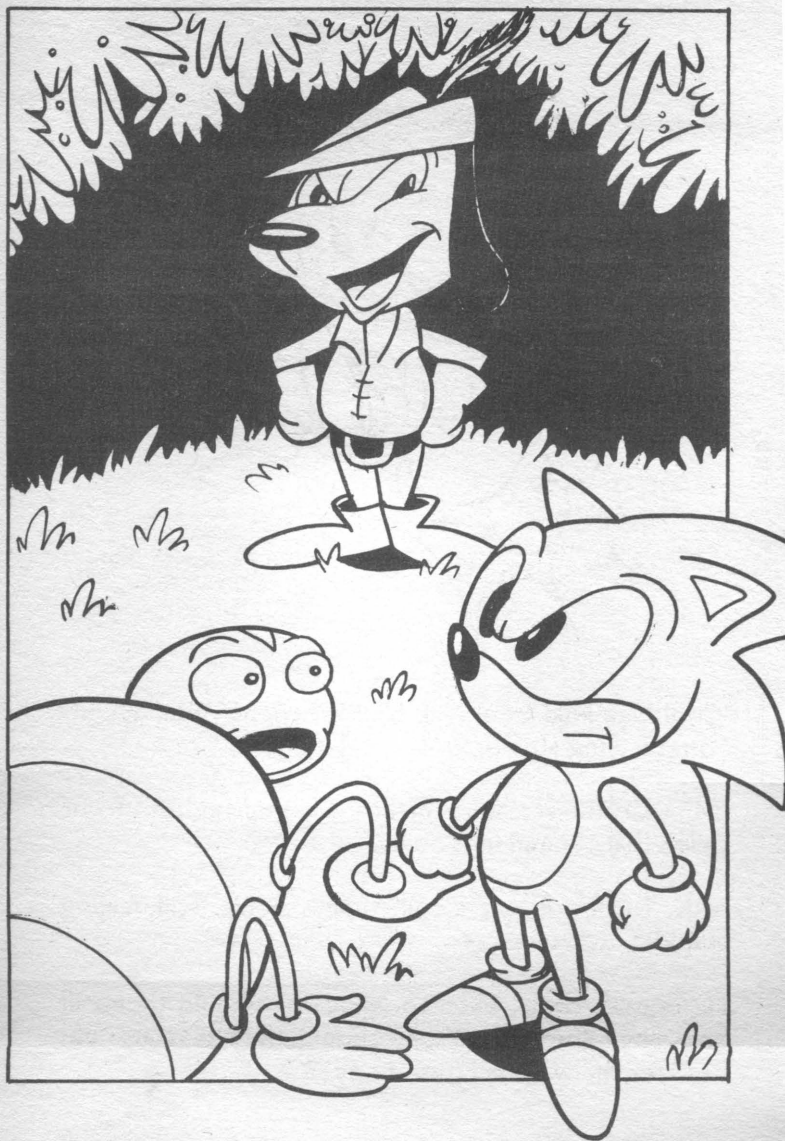
101

'Cool Nak Nik! Cool Nak Nik! Where are you?' shouts Sonic, feeling stupid.

'Mr COOL!' screams Catcher. 'He said he liked to be called that,' he reminds Sonic.

'OK. Mr Cool. Mr Cool!' replies Sonic, still feeling stupid.

He doesn't come. Even to Mr Cool. Should they call him again (turn to **44**), or should they give up and head for the waterfall (turn to **254**)?



102

Now that they have got the Emerald, they can head for the end of the Zone to try to boff Robotnik and his beam machine. Feeling pleased with themselves, and becoming closer friends as time goes on, they know that they are not in any danger until they reach the end of the Zone. They should be alone in the Zone, but who's that ahead? The person blocking their way is very strange indeed. He has a felt hat on and he is dressed in green.

'Who does he think he is – Robin Hood?' asks Sonic.

'Or a pixie?' replies Catcher. They walk towards the person, Sonic hiding the Emerald behind his back.

'I'm neither, actually,' announces the newcomer. 'My name is Cool Nak Nik. You can call me Mister Nak Nik . . . or SIR, if it suits you better.'

'I'll call you whatever I want,' replies Sonic.

'I'll call you Egg Breath!' mutters Catcher.

'That's not a good idea. You don't want to upset me, do you?' answers Cool Nak Nik.

'Just why do you reckon that, then?' asks Catcher.

'Because I've been watching you two. You don't have a chance of getting that Emerald into the beam weapon on your own,' is the answer.

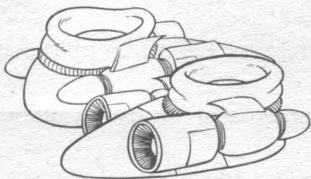
'How d'you figure that?' asks Sonic. 'You gonna help?'

'Maybe. Maybe not. But I can certainly give you something to get that Emerald into the weapon,' says Cool Nak Nik.

'OK. Any help is welcome. Hand it over,' replies Sonic.

'No, not that easy. You have to answer a riddle first. Here it is: which is heavier – a tonne of feathers or a tonne of coal? But you can only answer it if you give me five rings first,' he says.

'Ripoff or what!' mumbles Catcher under his breath. Have Sonic and Catcher got five rings? If they have, then turn to **133**. If they haven't got five rings, turn to **167**.

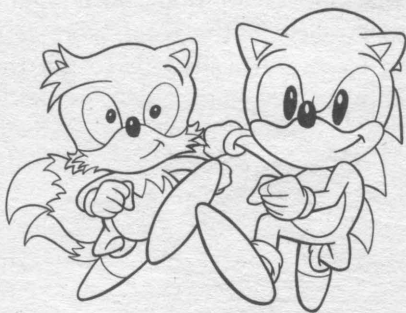


103

The two adventurers trudge their weary way along the corridor until they reach another junction. They have two options here. They can head towards the east (turn to **283**). Alternatively, they can head off towards the south (turn to **238**).

104

Sonic will have to use his Speed to manage this feat. He really needs to boost up to make it. Using his Speed and adding the die roll, he will need to score 7 or more. If he makes it, then turn to **234**. If he fails, turn to **295**.



105

Sonic leaps gracefully on to the platform of the Sky Fortress. It looks deserted. Sonic walks towards the laboratory door. Should he go straight in, after all there doesn't seem to be anyone about? If so, turn to **298**. If you think that Sonic ought to have a peek through the window of the laboratory door first, then turn to **177**.

106

Sonic lands on the lower left-hand block. From here, he has two choices. He can make the easy jump to the block just above him, in which case, turn to **52**. If you think that Sonic would prefer to go for the spring slightly further over to the right, then turn to **25**.

107

Bravely, the two heroes try to make another jump to hit the flying machine. Robotnik seems to guess what they are up to and goes a little higher. He is far too high to try a jump now. Tails decides to go for it anyway, but the jump will be more difficult because the flying machine is so high. Roll against Sonic's Strength and Agility. If the total score is more than 11, then turn to 141. If Tails fails to get the score he needs, turn to 23.

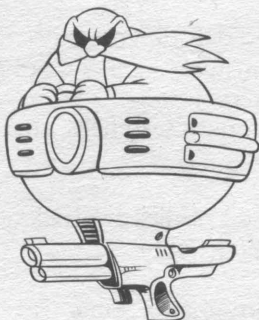


108

Despite Sonic's best efforts, he fails to make one of the leaps. He plummets to the ground and lands with a loud CRAASH!!! Sonic must lose a life or all his rings. If this is his last life, then . . .

YOUR ADVENTURE ENDS HERE

If this is not Sonic's last life, then deduct one life from his *Vital Statistics*. Sonic can now spend the next few hours climbing back up to the start of the Sky Chase Zone and try the whole thing again. Turn to 211.



109

They manage to hit the flying machine just the once before tumbling back down to the ground. Sonic lands beautifully, but Tails falls down on top of him, twisting his ankle. Sonic is OK, and he jumps to his feet and whizzes a few metres away from the scene of the fall. Sonic looks back, expecting his friend to join him, but no! Sonic looks on in horror as the beam hits his friend's legs. Tails begins to stiffen, then as the beam plays over the rest of his body, he slowly transforms into a gnashing and gibbering Badnik.

'Tails . . .' screams Sonic. He realizes that it is already too late to save his pal. The newly created Tailsnik pulls itself to its feet and starts to hobble towards Sonic. It seems like the beam doesn't have sufficient power to mend Tails' damaged ankle. This will give Sonic enough time to make his getaway. With tears forming in his eyes at the loss of his friend, Sonic whizzes out of range of the beam. He can only look on as Robotnik continues to wreck the Emerald Hill Zone with his new weapon. Turn to 163.

110

'Wrong! I knew I'd fool you with that one. Ajar ... *a jar*. That's the answer!' laughs Cool Nak Nik.

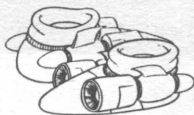
'That's not fair,' replies Catcher. 'That was a trick question.'

'Don't be stupid, all riddles are trick questions,' answers Cool Nak Nik, defensively.

'What happens now?' asks Sonic.

'Well ... give me your Power Sneakers and I'll think about it,' replies Cool Nak Nik. Reluctantly, Sonic hands them over. Delete them from Sonic's Stuff. 'Here's the Skypoon, and I suppose you'll need the instructions too,' says Cool Nak Nik.

Turn to 197.



111

The jump is good! Sonic lands on the platform with perfection and great skill! Even Catcher has managed to scramble on to the platform with him. The ride is smooth and it gives them an excellent view of the Zone. When should they jump off? Half-way up, there are some rings close by (turn to 18). If they wait until the platform gets to the top, then they might be able to see the Emerald (turn to 294).

112

Sonic and Catcher arrive in the Emerald Hill Zone, the last place to search in their quest.

'I know this Zone like the back of my paw,' boasts Sonic.

'Never been here,' replies Catcher. 'Bit green for my taste. I like metal and pipes.'

'Bet you do!' answers Sonic.

'You choose which way we'll go, since you know best,' says Catcher.

'I reckon we've got three options here. We can either try to find the secret room, there's probably a few rings in there (turn to **252**). We could head for the bridge – you won't like that, it goes across some water (turn to **228**). Or, we could try the top level of the Zone. We should be able to see the Emerald from there if it's in the open (turn to **166**).'





113

With a flourish, Sonic drops the Emerald into the open machinery of the beamer. Instantly, there is a slight change – the orange beam is not so orangy any more. The flying machine dips down, losing height as Robotnik struggles to knock Sonic off. As the machine gets to within a couple of metres of the ground, Sonic jumps off. 'That's number one!' he taunts. He can see the mad scientist's evil face through the glass of the canopy. He doesn't look happy! Catcher wanders up to Sonic and congratulates him. 'There's still a long way to go,' says Sonic.

'But at least we're a third of the way there,' replies Catcher. With that, they head off to the Aquatic Ruin Zone. Now turn to **150**.

114

This is a strange dog-leg of a junction. There appear to be corridors heading off to the east, the north and the south. Which way should they go?

To the east?

Turn to **57**

To the north?

Turn to **192**

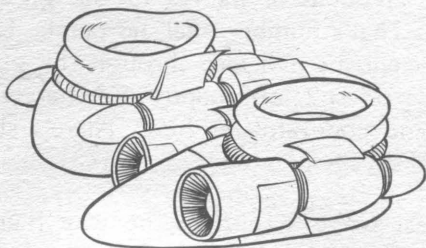
To the south?

Turn to **208**

115

Sonic cleverly clobbers him on the cranium. The Grabber disappears in a puff of dust and gritty bits. The other Grabber looks on. Sonic stands up after the bounce-off and looks back at the Grabber. It appears to be slightly different from what he was expecting. Sure enough, it looks like a spider. It is dangling from

the ceiling. It does have a mess of legs fanning out underneath, but something is definitely strange about it. What should our super hedgehog do now? Should he attack again (turn to **69**), or should Sonic first try and have a word with the spider, then boff him (turn to **127**)?



116

The instructions state that you must hold on to the handle on the Skypoon, then fire it at the target. Sonic grabs hold of the handle and waits for the flying machine to get within range. Sonic will have to use his Quick Wits to make sure that he hits the flying machine. He must score 6 or better. If he does, then turn to **169**. If he fails, turn to **33**.

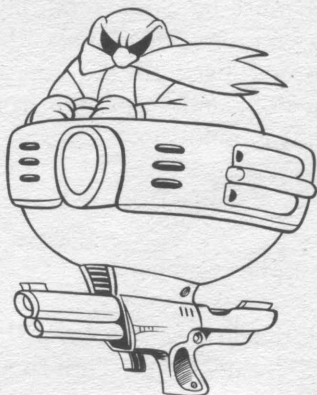


117

Has Sonic trashed Clucker? If he has, then turn to **100**. If he hasn't dealt with Clucker, as yet, turn to **183**.

118

A poor attempt. Sonic stalls half-way up the slope, Spinning back down, he can only watch as the flying machine zooms past. What should Sonic do now? He can either try again (turn to 51), or he can give up (turn to 285).



119

'Can we have the next device to get the Emerald in?' asks Catcher.

'Can you have the Skypoon? No way!' replies Cool Nak Nik. 'You can have it at the end of the Zone, if you've got five rings for me, that is.'

'Fair enough,' replies Catcher. Then, turning to Sonic, he whispers, 'I'm going to boff him, first chance I get!'

'Right ON! Who does he think he is?' whispers Sonic into one of Catcher's metal ears.

What should the pair do now? They could ask Cool Nak Nik for a map of the Zone (turn to **184**). Or they could just get on with the job in hand and leave Cool Nak Nik (turn to **254**).

120

No luck. This must be Sonic's off-day! Never mind, there's sure to be more rings up ahead somewhere. As Sonic tries to get back to the top of the column, Catcher reaches out and stops him from falling down to the ground, way below.

'Cheers, man,' says Sonic.

'No problem,' replies Catcher.

'I'd better get the Power Sneakers, then we'll be on our way? OK?' decides Sonic. Turn to **39**.

**121**

Sonic is just a blur of blue as he heads for the Winged Fortress Zone. All of the Badniks on the way can only stand and stare at the speed and skill of the hurtling hedgehog. Nothing can stand in his way. Sonic lost count, but he bet that he didn't boff more than about a dozen Badniks on the whole of the trip. Speed was the

important thing, any delay could mean that Robotnik would reach the Winged Fortress Zone ahead of him, and be lying in wait. Bad news! Turn to **260**.



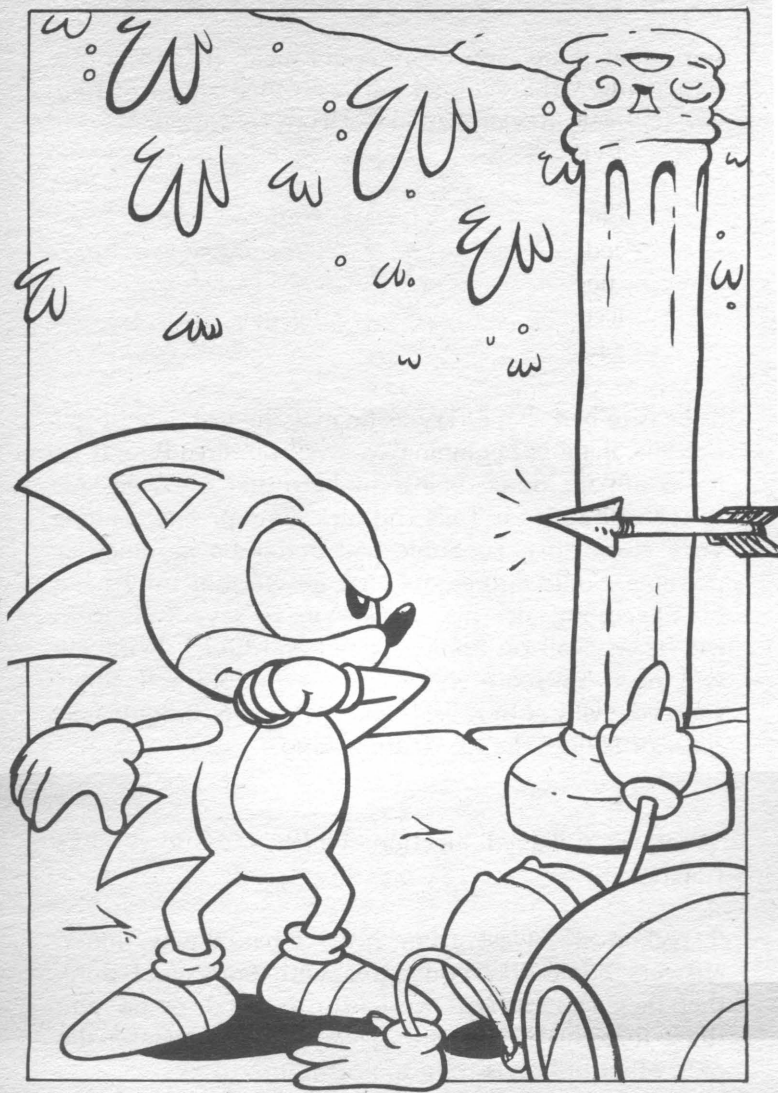
122

Tails is in bad shape. Try as he may, he just cannot get up. His ankle is beginning to swell up already and he looks in pain. Sonic, being the hero that he is, decides to make a dash for Tails and pick him up. The beam is very close now, so Sonic had better be as quick as possible. Sonic figures out that he will not only need his Speed, but also his Quick Wits to save Tails from the beam. Roll on Sonic's Speed and Quick Wits. He will need to score more than 5 on both! If Sonic succeeds with both rolls, then turn to **109**. If Sonic fails *either* or *both* of the rolls, turn to **220**.

123

'Another Y-shaped junction, which way now?' asks Catcher.

'I reckon it's west from here, what d'you think?' answers Sonic. Do you agree with Sonic and think that they should head west (turn to **251**), or do you think that this is the wrong way? In which case, the only other option is to head north (turn to **35**).



124

Sonic and Catcher trudge on and arrive at a column sticking out of the ground. It is covered in weeds and slime, obviously there has been a flood here recently. As Sonic walks towards the column to get a better look, an arrow shoots out, aimed directly at his head. Sonic needs to use his Quick Wits to avoid the arrow. He will need to score 6 or more to prevent injury! If he is successful, turn to **84**. If he fails the test, then turn to **149**.

125

This next junction is a cross-roads. The corridors run off to the east (turn to **208**), to the north (turn to **182**) and to the west (turn to **50**). Which way should they go?

126

Sonic lands perfectly. With a little spin to adjust his fall, he manages to hit the ground with two paws! Catcher claps in admiration. Sonic bows to him, very pleased with his performance. Turn to **134**.

127

'What are you?' asks Sonic, keeping a respectful distance.

'I'm a good guy these days, ever since that fool Robotnik zapped me,' continues the Grabber. 'As you can see, I'm a Catcher, not a Grabber any more!'

'You're a what?' replies Sonic, somewhat taken aback at the Grabber's statement.

'A Catcher . . . C-A-T-C-H-E-R. Want me to spell it again? I'm not happy about what I am, but I can't do anything about it, hanging here.'

'So what's the deal then?' asks Sonic, getting himself together again.

'Cut me down and I'll help you. You've only got to promise to zap me back into a Grabber again if we manage to reverse that stupid ray thing of Robotnik's,' the Catcher suggests.

'Seems cool to me,' agrees Sonic. Now turn to **216**.



128

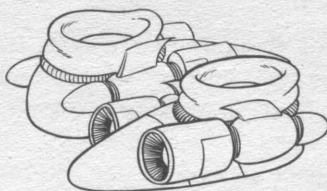
The demolished body of the Grounder lies at Sonic's paws. The Grounder's spinning nose is still going round, but slowing gradually.

'Nicely done,' says Catcher.

'Cheers,' replies Sonic. What should they do now? They still have the cliff face to climb. Sonic can try either to jump up (turn to **14**), or he can ask Catcher to climb it (turn to **138**).

129

Does Sonic have five rings? If he does, turn to 34. If he doesn't have five rings, then turn to 211.



130

Sonic loves these tubes. The only problem is that you never know exactly where you will end up! He hits the end of the tube and it rockets him up at tremendous speed. The spiralling hedgehog loses all sense of direction and, before he knows it, he is thrown out of the end of the tube and sprung upwards on a spring.

Sonic must act fast. He has three choices. Should Sonic go straight up towards a clutch of five rings (turn to 159), or aim for the block on the left (turn to 106)? On the other hand, Sonic may be better off going for the block on the right (turn to 237).

131

'Isn't this fun?' remarks Sonic. 'I love a real challenge.'

'Dunno 'bout a challenge, I could do with something to eat. The odd Whisp wouldn't go amiss,' replies Catcher.

'What a revolting thought! How about a pizza or a burger and fries?' answers Sonic.

'No way, they'd rot my insides,' says Catcher.

Sonic thinks for a minute: Catcher is so different, but we have the same mission. If only all the Badniks were like this. 'Nah!' Sonic says out loud.

'Nah, what?' asks Catcher.

'Oh, nothing really. Just thinking about the old times, before the beam. I really miss Tails, that orange weirdo.'

'I just wanna be a good old, bad old Grabber again. We could still be friends after all of this, couldn't we . . . ?'

'Nah,' says Sonic.

'You're right, nah!' agrees Catcher.

The two temporary friends have two choices here. They can either head north (turn to 259) or east (turn to 247).

Sonic manages to get about half-way up the cliff with his jump. It isn't good enough, and he tumbles back down and lands beside Catcher.

'Sorry, just that bit too high,' says Sonic.

'Not to worry, what shall we do now?' replies Catcher. Should Sonic ask Catcher to try the climb? If so, then turn to **135**. If you think that they should wait and see whether they can come up with another idea, turn to **190**.

133

Sonic gives the five rings to Cool Nak Nik. He pockets them, then repeats the riddle.

'Which is heavier – a tonne of feathers or a tonne of coal? Are they the same, or is one heavier?' he asks.

If you think they are the same, then turn to **49**. If you think that one is heavier than the other, turn to **174**.



134

Now that the second Emerald has been dropped into the machinery, Sonic and Catcher can head for the Emerald Hill Zone for the final task. Turn to **112**.



135

'You try it, then pull me up,' says Sonic.

'Great,' replies Catcher, wondering why it's his turn to do all the hard work. In the end, it's not a hard job at all. Catcher climbs up with ease and he is soon looking down at Sonic.

'Send down a line; pull me up,' demands Sonic. Catcher obliges, and Sonic grabs hold of the line. Using six of his legs, the spider pulls Sonic up the face of the cliff. 'Thanks, that wasn't too bad,' says Sonic.

'Maybe not for you, but that was hard work,' answers Catcher.

They turn to look at what is ahead of them now. It looks like a long walk, but they can see the Emerald, way off in the distance. Turn to 47.

136

Too concerned with putting on the Boosters, Sonic makes it obvious that he is around! Robotnik, taking no chances, flies off! What should Sonic do now? He can either wait, in the hope that Robotnik will come back (turn to 179), or he can cut his losses and head for the Winged Fortress Zone, but he will only be able to go there on his own. If you want Sonic to do this, then turn to 77.

137

Sonic will have to use both Speed and Agility to do it right. He must score 10, by adding Speed and Agility

to a die roll. If he succeeds, then take the ten rings and turn to **258**. If Sonic fails, turn to **168**.

138

There is no alternative but to get Catcher to do the job. He fires a line up to the top of the cliff face and scrambles up. Once there, he secures the line to a rock, then leans over and shouts to Sonic to climb up. Sonic tests the line, and begins his climb. In a few moments, Sonic joins Catcher at the top of the cliff. Turn to **47**.

139

Sonic doesn't even get close. In an uncontrolled tumble, he spins back towards the ground. Although he doesn't see it, he manages to avoid a row of spikes, but he hits a machine pumping steam through the piping. Sonic must lose a life (or all his rings). If this is his last life, then . . .

YOUR ADVENTURE ENDS HERE

If Sonic is still OK, then he should try to use the Magno Ladder. Turn to **45**.

140

Well, that's it then, the adventure is over. At least Sonic has a friend, of sorts. Do you really think that Catcher is a good swap for Tails? Maybe. Robotnik has won. He'll be pleased, that's a first!

YOUR ADVENTURE ENDS HERE

141

With a superb jump, Tails manages to hit the flying craft. Sonic watches as his pal plummets towards the ground. As he does, the beam switches off for a second. Sonic can see the smile on Tails' face begin to turn into a frown as Tails realizes that he is going to hit a rock. As Tails impacts on to the rock, paws first, the beam switches back on and begins to edge towards him. Tails is stunned and it looks as if he has hurt his ankle. He cannot stand.

'Run for it, he'll get us both!' shouts Tails. With that, he begins to climb up on to the rock to make another attack on the flying machine. Turn to 75.

142

'I'll make the climb, if you like,' offers Catcher.

'OK. It looks a bit high for me,' admits Sonic.

'It might take a little time, so be patient,' says Catcher.

Sonic stands back and watches his spidery friend begin the climb. Now turn to 235.

143

'No rings, no special weapon,' taunts Cool Nak Nik.

'What about a riddle then?' asks Catcher.

'I dunno, do you deserve the chance?' replies Cool Nak Nik.

'Sure we do,' says Sonic.

'OK, here it is. If a red house is made of red bricks and a blue house is made of red bricks painted blue, then what is a greenhouse made of? Red bricks painted green, or glass?' poses Cool Nak Nik.

'What's a house?' asks Catcher.

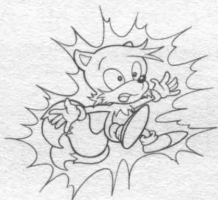
'Don't be stupid, that's where someone lives,' replies Sonic.

'Like a web?' continues Catcher, still confused.

'I suppose so,' says Sonic patiently.

'Who'd wanna live in a green house anyway?' mumbles Catcher.

What's their answer: red bricks painted green (turn to 201) or glass (turn to 79)?



With Sonic in pursuit, the two friends whizzed towards the star post. Everything was great, they were happy,

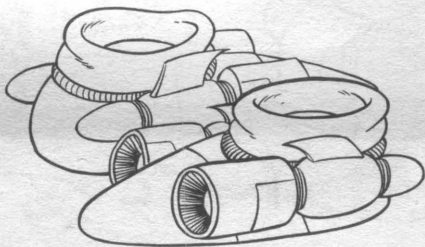
the Emerald Hill Zone looked beautiful in the early morning sun, and they had already boffed at least a dozen Badniks each. OUTSTANDING! Sonic had grabbed a few rings earlier, but he had made a mistake a little while ago, much to Tails' amusement.

They went side by side through the star post, Sonic being judged to have it by a spine or two. They skidded to a halt the other side of the post and waited for Robotnik to show up.

Should Sonic and Tails hide behind a rock (turn to 205), or should they wait in the open, after all they have nothing really to fear from Robotnik, do they (turn to 263)?

145

As Sonic bounces around the room, he hits a hidden grille in the floor. The first hit weakens the bolts holding it shut, but the second wrenches the grille free. Sonic falls through the hole and into the bright light of the Sky Chase Zone. Turn to 77.





146

Catcher begins by firing a line across the chasm, then another and another. He walks out on to the first line and begins to link them up. Sonic is fascinated by the spider's activities. He sits down and watches how quickly Catcher manages to build the web.

In a few minutes, the web is strong enough to take the weight of the hedgehog. Catcher comes back across the web and tells Sonic to get on his back. The stickiness of the web would prevent Sonic from being able to walk across it, so the only way around this is to hitch a lift on Catcher's back. Sonic climbs aboard, clutching at Catcher's flanks for support. In a minute or so, they are across the chasm.

'Thanks for the ride,' says Sonic, getting off Catcher's back.

'My pleasure,' replies Catcher.

They cannot be far from the end of the Zone now, so turn to 193.

147

The tunnel looks very dark and dank. There is a weird glow to the walls, but at least Sonic and Catcher can see what they are doing! Who will go into the tunnel first? Should it be Catcher (turn to 213) or Sonic (turn to 271)?

148

Success! The switch gradually moves into the reverse position. Sonic can now use the beam to return everything to the way it used to be! He stops the machine over Tailsnik and switches on the Reality Inversion Beam. The creature is bathed in the orangy glow of the beam and slowly changes back into Tails.

Sonic brings the flying machine to rest beside the confused Tails.

'What happened? I don't remember anything,' says Tails.

'Nothin' really. It's a long story. Hop in, we've got work to do,' replies Sonic. With that, the two pals leap into the flying machine to start to reverse all of the damage that Robotnik has managed to do with his infernal beam weapon. Who knows, the Reality Inversion Beam might even work on Robotnik himself? But that's another story!

**YOUR ADVENTURE ENDS,
VICTORIOUSLY, HERE**

149

One of the arrows hits Sonic, so he must lose a life or all of his rings. If this is Sonic's last life, then . . .

YOUR ADVENTURE ENDS HERE

If Sonic is still OK, then turn to 27.

150

The Aquatic Ruin Zone is an amazing place. Sonic thinks that it's one of his favourite Zones. Catcher is not so sure. The water makes him nervous. He is worried that it will make him rusty. What should they do? They can head for the waterfall, just ahead of them (turn to 254). On the other hand, they could try to call for Cool Nak Nik (turn to 101).



151

Sonic bashes the corner of the flying machine, then falls down to the ground. He manages to control his fall and lands soundly on his paws. The flying machine doesn't appear to be damaged seriously, just a dent where Sonic's body hit the paintwork. Sonic has no alternative but to try using the Magno Ladder, so turn to 45.

152

That is a really stupid idea. There are no hand-holds or anything to climb up with, for a start. What does Sonic think he is, a spider? But that does give Sonic an idea: what about asking Catcher to make the climb? If you think that this is a good plan, then turn to 36. If

you think that Sonic should try one of his super-spins and get around the loop himself, turn to **137**.



153

'Thanks, dude,' says Sonic. 'What's with the nice-guy stuff then? You Grabbers are supposed to be BAD!'

'I'm a good guy these days, ever since that fool Robotnik zapped me,' continues the Grabber. 'As you can see, I'm a Catcher, not a Grabber any more!'

'You're a *what?*' replies Sonic, somewhat taken aback at the Grabber's statement.

'A Catcher . . . C-A-T-C-H-E-R. Want me to spell it again? I'm not happy about what I am, but I can't do anything about it, hanging here.'

'So what's the deal, then?' asks Sonic, getting himself together again.

'Cut me down and I'll help you. You've only got to promise to zap me back into a Grabber again if we manage to reverse that stupid ray thing of Robotnik's,' the Catcher replies.

'Seems cool to me,' agrees Sonic. Now turn to **216**.

154

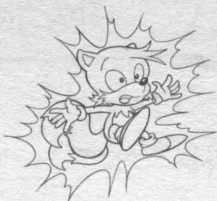
Sonic is content with Catcher keeping the invincibility, so after finishing with the loop, Sonic and Catcher head towards the end of the Zone. They cannot be far from the Emerald, but they have still seen no sign of it. Eventually, they reach a platform which is moving up and down. What should the hedgehog and spider do now? They can wait for the platform to get to the bottom, then jump on (turn to 199). Alternatively, if Sonic feels athletic, he could jump up and land on the platform now (turn to 41).

155

Sonic whips past the fallen block and grabs the Emerald. This part of the quest is over, and they can make their way to the end of the Zone. Turn to 226.

156

Sonic returns to where Catcher is standing. He dusts himself off and tries to regain his concentration and cool. They wait patiently for a few minutes, then Robotnik does exactly what they were hoping he would do. The craft comes a little lower. The two heroes have a chance now. What will they do? Should Sonic attack (turn to 212), or should he try using the Magno Ladder (turn to 45)?





157

Sonic manages to think of a great idea, using his Quick Wits. The Whisps are just like mechanical wasps, so they should be handled the same way. Sonic trots over to a tree with a strange-shaped branch, just like a tennis racket. He breaks it off and tests it, swishing it around his head.

'What are you doing?' asks Catcher.

'Making a Whisp Whacker, of course,' replies Sonic.

'But they'll just fly straight through the hole, won't they?' asks Catcher.

'Sure, but that's part of the plan,' answers Sonic. Sonic explains his plan. Catcher has to spin a web to make the 'strings' of the racket, then they can attack the Whisps and bat them down like bluebottles! Turn to 9.

158

What an amazing feat! Sonic gets to the top of the columns and grabs the ten rings. Remember to add them to Sonic's Stuff. Sonic zips back down to rejoin Catcher. Catcher is impressed, but he tries not to show it. With the ten rings in the bag, at least they have enough to pay Cool Nak Nik for the next device to get the Emerald into the beamer machine – that's if they can find the Emerald. Looking at the map, they head off through the Zone, happy with their efforts so far. Turn to 255.

159

Sonic whizzes up, a blur of perfect blue brilliance. The rings are directly ahead, but already Sonic is losing speed. In order to make sure that Sonic hits the rings, he must use his Agility. He will need to score 6 to get the rings. If Sonic is successful, then turn to 237. Remember to add the five rings to Sonic's Stuff. If Sonic fails the throw, turn to 99.

160

The door to the secret room is bolted. Sonic tries giving it a shove, but it won't budge. Catcher adds his weight and strength, but still no luck. Sonic will have to use his super-Strength to batter down the door. He will need to score 6 or more to do this. If Sonic is successful, then turn to 81. If Sonic fails, turn to 232.

161

'A cross-roads! I can hear an echo. Can't you ... you ... you ...' says Sonic.

'No ... no ... no ...' replies Catcher.

'Maybe your hearing's not that good ... good ... good ...' answers Sonic. 'I think that we should head west ... west ... west ...'

'OK, maybe you're right ... right ... right ...'

If you agree with Sonic, turn to 76. If you disagree, turn to 37 to head east, or to 13 to go south ... south ... south ...

162

Sonic goes into a spin and bounces off the ceiling of the laboratory's entrance hall. Clucker is now behind him. The mechanical chicken cannot turn around, and all he can do is to hurl insults at the clever hedgehog. Sonic sees another doorway before him – the way into the lab itself!

Now turn to **282**.

163

Sonic cannot believe what has happened to his friend. Already, Robotnik has left the scene of the attack and has begun to transform the bridge and the surrounding trees into more traps and Badniks. Things look really bad.

Sonic doesn't understand what has happened. What was the weapon Robotnik used on his friend and the rest of the Zone? Can he ever turn Tails back into Tails again? Would it be kinder just to trash the Tailsnik in the hope that Tails would return to his old self?

The Zone is getting pretty dangerous. It is teeming with new Badniks, the like of which Sonic has never seen. The trees have become huge Badniks, with a mass of spikes instead of branches and big coiled tentacles instead of roots. Could this be the end of the world as Sonic knows it? Sonic decides to find out about Robotnik's machine and, more importantly, what to do about it.

'Hang on, dude! I'll be back for yah!' shouts Sonic as he speeds off into the next Zone on his way to Robotnik's laboratory and the answers to all his questions. Meanwhile, Sonic's words carry across the Zone and reach the tin-plated ears of the Tailsnik. It turns, grins and a small tear drops from its left eye.

Should Sonic head straight for Robotnik's Winged Fortress Zone or, if he has lost a life in the battle against the flying machine, should he try to get that back first? If you think that Sonic should stop messing around and go to the laboratory, then turn to **275**. If you think that Sonic really needs to be up to strength before trying anything clever, turn to **8**.

164

Sonic fails in his attempt to grab the rings. As he tries to get back to the top of the column, Catcher reaches out and stops him from falling to the ground, way below.

'Cheers, man,' says Sonic.

'No problem,' replies Catcher.

There is no more time to mess around, Sonic needs to have a good look at the map. Now turn to **39**.

165

Sonic needs to use his Quick Wits to attack them. If he manages to get 5 or better, then he can boff the lot! If he does this, turn to **30**. If Sonic fails to get the score he needs, then turn to **181**.

166

They head for a clump of coconut trees. Pretty soon they can see a Buzzer hovering around the first tree. It looks mean and ready for action.

'Yum, food,' says Catcher. Sonic stares at him in disgust, wondering if he's always like this. Should Sonic leave the Buzzer to Catcher (turn to 191), or should he handle the Buzzer himself (turn to 187)?

167

'No rings, eh? I'll take pity on you this time. But make sure that you've got five rings for me next time,' he says.

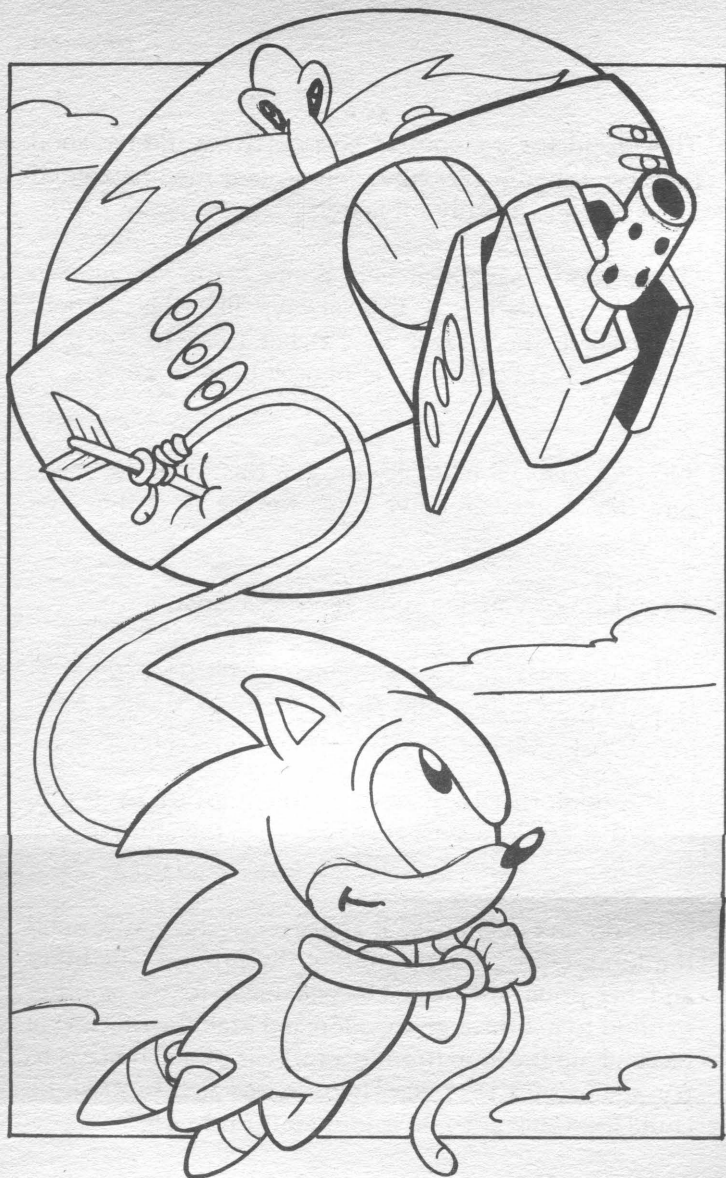
'Very kind of you, I'm sure,' replies Catcher.

'Which is heavier – a tonne of feathers or a tonne of coal? Are they the same, or is one heavier?' asks Cool Nak Nik.

If you think that they are the same, turn to 49. If you think that one is heavier than the other, then turn to 174.

168

Sonic doesn't even make it a quarter of the way around the loop; with a thump he hits the ground. His body and his pride are hurt! He will have to try another method to get through the loop and grab the rings. Will he climb up the loop (turn to 152)? His other choice is to try again (turn to 137). There is one final option: he could ask Catcher to do it for him (turn to 36).



169

The Skypoon's arrow-head hits the flying machine and embeds itself into the metalwork. Sonic is catapulted up at the end of the rope. He holds on to the handle for all he's worth.

Now turn to 196.

170

Sonic can try again. He will still need to score 5, but remember to deduct 2 off his Speed for carrying Catcher. If he succeeds, turn to 291. If Sonic fails, then he must try again, and again and again!

171

The rings appear to be hidden in an area of the Zone where there are a lot of columns. As they get closer, they can see the rings, way up above the columns. What should they do now? Sonic can try to jump up and get them, but it will be difficult (turn to 266). Or, he can ask Catcher to climb up and grab them. If so, turn to 142.

172

Sonic is still going at it too fast, but Catcher is there to save him once again. With amazing speed, Catcher throws a spider-line which catches on Sonic's spines. It slows Sonic down, just before he hits the spring again. Now turn to 257.

173

Sonic and Catcher arrive at the star post complete with the Emerald. Sure enough, Cool Nak Nik is

waiting for them, drumming his fingers on the star post.

'What took you?' he yawns.

'We've been a little busy,' replies Catcher, trying to dislodge an irritating bit of Whisp from between his teeth.

'We've got the Emerald. How about the special device?' asks Sonic.

'Not so fast, old mate,' answers Cool Nak Nik. 'First, the five rings.'

Have Sonic and Catcher got five rings to give Cool Nak Nik? If they have, then turn to **222**. If they haven't got any, turn to **277**.

174

'One is heavier than the other. The coal is heavier – right?' blurts out Catcher.

'WRONG, dummy! They're the same, of course. They're both a tonne!' shouts Cool Nak Nik, very pleased at tricking the two adventurers.

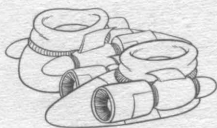
'What now?' asks Sonic.

'Well ... pay me five rings, and I'll give you the Magno Ladder,' he decides.

'Wait a minute. Everyone knows coal is heavier than feathers,' says Catcher.

'Oh SHUT UP!' shouts Sonic.

Have Sonic and Catcher got some five rings spare? If they have, then turn to **218**. If they are out of rings, turn to **68**.



175

Even with all of his strength, Sonic just cannot shift the switch at all. In his effort to move the switch, Sonic does not see the hill ahead of him. The flying machine pitches into the hillside and explodes in a ball of orange flames. If Sonic had any lives left, then he has lost them all in the explosion. A good attempt to save his friend and Mobius from Robotnik, but it has ended in failure.

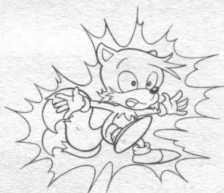
YOUR ADVENTURE ENDS HERE



176

Sonic rushes forward and springs towards the flying craft. Sonic can see Robotnik grinning at them through the glass of the canopy. With a quick jinking of the control stick, Robotnik bats Sonic back down to the ground with a bone-jarring THUMP!!! Sonic must lose a life (or all his rings). If he hasn't got any lives left, then . . .

YOUR ADVENTURE ENDS HERE



If Sonic has some lives left, then he has two choices. He can either attack again, but Robotnik is just waiting for that (turn to 200), or he can retreat back to where Catcher is standing, and wait and see what happens next (turn to 156).

177

Sonic sees an old-looking nest just inside the door. He can barely make out a chicken-like head slumped on to the soft straw and feathers. Should Sonic try to avoid the nest (turn to 4), or should he go in and confront the odd-looking creature (turn to 298)?

178

'Fancy the job?' asks Sonic. Catcher nods, his mechanical neck squeaking with each move of his head. The

metal spider casts a line and hitches it to the first block. He pulls himself effortlessly on to the lowest block. In a few minutes, repeating the procedure each time, he gets to the top stack of moving blocks and grabs the Emerald.

'Yo!' he shouts. 'Got it. You want it?'

Just for a minute, Sonic is a little worried. Is the spider going to bring it down or taunt him, now that he has the Emerald? Was all this friendliness just an act? As if the spider can hear his thoughts, Catcher drops the Emerald. It lands with a thump beside Sonic. Catcher spins a quick web and is beside Sonic in a matter of seconds.

'Good one,' says Sonic.

'I know,' replies Catcher.

Now turn to **102**.

179

Patience is a virtue! Robotnik comes back. Hiding was a great idea. Robotnik obviously thinks that Sonic and Catcher have gone away. Sonic and Catcher have a chance now, so turn to **281**.





180

Catcher climbs on to Sonic's back. The weight is tremendous – with all that metal, it's not surprising! Sonic attempts the leap, but just falls flat on his face with the crushing weight of the spider on top of him. After disentangling themselves, they realize that it's impossible to go this way. They will have to try another route. Which way will they go? They can either head for the bridge (turn to **228**), or they can go to the upper level of the Zone (turn to **166**).

181

Having failed, Sonic must either lose a life or all his hard-earned rings. If this is Sonic's last life, then . . .

YOUR ADVENTURE ENDS HERE

If Sonic is still OK, then he can dust himself off. Turn to **240**.

182

'Have you gotta a clue where we are?' asks Sonic.

Catcher just gives a mechanical shrug. Sonic cannot see this, but he can hear the spider's neck moving. 'Can't see any more than you can,' Catcher replies.

The two friends have three choices at this junction. They can either head north (turn to **299**) or west (turn to **292**), or south (turn to **125**).

183

As Sonic enters the laboratory, he sees Clucker! This strange and dangerous Badnik is a chicken farmer's

nightmare! Sonic will have to attack him. Clucker has a fighting score of 7, and Sonic must use his Quick Wits to beat him. Clucker will need to be beaten twice.

If Sonic beats Clucker, then turn to **100** if this is your second visit to the Winged Fortress Zone. If Sonic has beaten Clucker and this is his third or more visit to the Winged Fortress Zone, turn to **17**. If Clucker wins any of the rounds of combat, then Sonic must lose a life or all his rings (if he has any!). If this means that Sonic has lost all his lives, then . . .

YOUR ADVENTURE ENDS HERE

184

'Give us a map of the Zone. We're running out of time. Stop playing games with us,' demands Sonic.

'OK, a map of the Zone, then,' replies Cool Nak Nik. 'But it'll cost you.'

'Cost us what?' asks Catcher.

'Let's say five rings, shall we?' answers Cool Nak Nik.

If Sonic and Catcher have got five rings, then turn to **7**. If they haven't got any rings left, turn to **83**.

185

What a truly cool leap! Only Sonic could have managed that! There is only one way out of here, and that's for Sonic to jump up on to the lower left-hand

block above him. No big deal for a super hedgehog, so turn to **106**.

186

Sonic decides that his own skin is more important than his friend's. Not exactly the action of a real hero, is it? Tails realizes that he is on his own . . . so much for the hero hedgehog! Only he can save himself from the beam. As Sonic watches, Tails tries to make a jump to hit the flying machine and buy himself some time to get away. Tails is hurt, so the jump will be more difficult. Roll against Sonic's Strength and Agility. If the total score is more than **11**, then turn to **141**. If Tails fails to get the score he needs, turn to **23**.

187

Sonic spins forward to attack the Buzzer. The Buzzer has a fighting score of **3** and needs to be hit once to be destroyed. Sonic must use his Agility skill. If Sonic succeeds, then turn to **3**. If he fails, he may fight the Buzzer again. If he fails this time, Sonic must lose a life, or all his rings. If this is Sonic's last life, then . . .

YOUR ADVENTURE ENDS HERE

188

Sonic hits the Grabber squarely on the head. Normally, this would have boffed the Grabber fair and square, but *not this time*. Something is wrong: the Grabber just brushes off the attack. What's happened? Sonic stands up after the bounce-off and looks at the Grabber. It's different from what he was expecting. It looks like

a spider! It is dangling from the ceiling, with a mess of legs fanning out underneath it, but something is definitely strange about it.

What should our super-hedgehog do now? Should he attack again (turn to **69**)? Or do you think that Sonic should try and have a word or two with the spider, then boff him (turn to **127**)?

189

Sonic leaps through the batch of rings (add them to Sonic's Stuff) and lands perfectly on the upper right-hand block. From here, he can see the dangers which await him over to the right. In the distance is the column where the Power Sneakers are perched, but below it, dangling from the ceiling, are two Grabbers. Best avoided! Should Sonic jump down one block so his chances of getting past the Grabbers are slightly better (turn to **244**), or should he try an enormous jump from here (turn to **278**)?

190

As the two friends wait, they start to talk, wondering what will happen after this adventure.

'But what will we do when we meet after this is over?' asks Catcher.

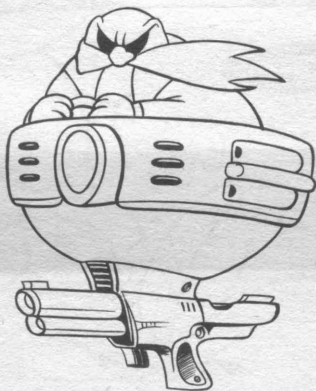
'We'll say hello and have a chat about it all. You'd like Tails too,' replies Sonic.

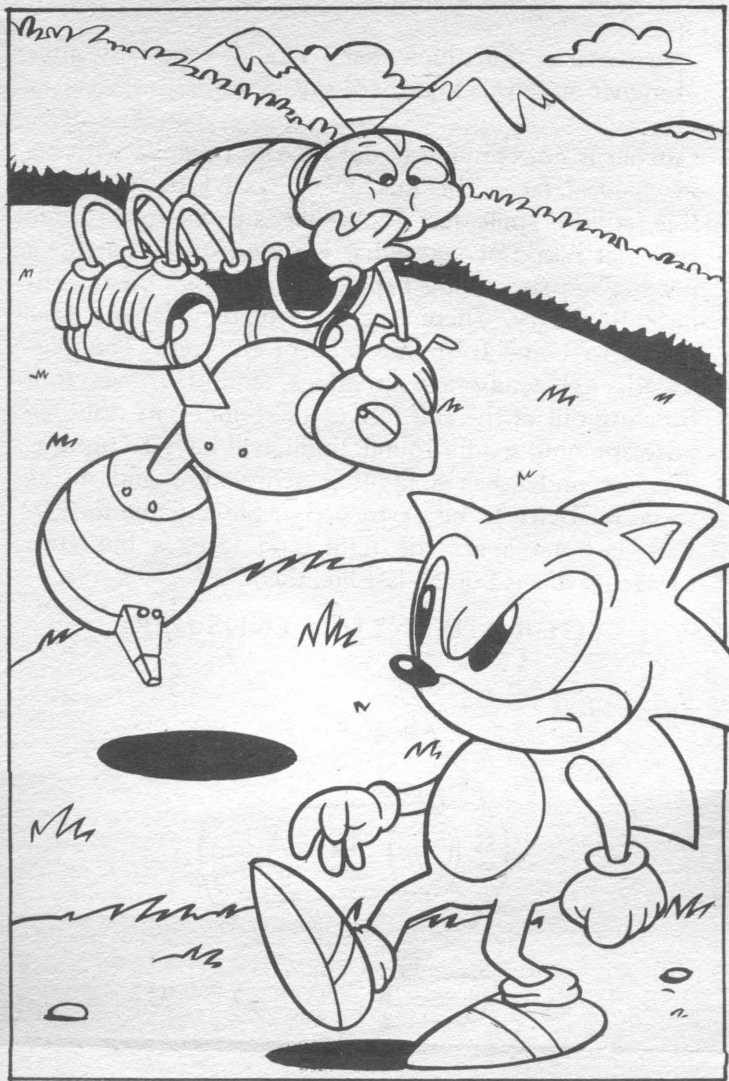
'Things will be different then. Suppose you attack me?' asks Catcher.

'What makes you think that I would, especially after going through this together?' says Sonic.

Catcher is not convinced, but he tries to smile with his mechanical face. The machinery wasn't designed for this, so the smile just looks like an evil grin. Sonic stares at him, not sure what is going on in Catcher's head. Then something happens that brings them both back to reality. There is a low rumbling sound that seems to come from the face of the cliff. The two friends get ready for an attack, and it comes too! Bursting out of the cliff face is a Grounder, its drill-like nose spinning madly round. Sonic will have to fight it. The Grounder has a fighting score of 6 and needs to be hit twice to be destroyed. If Sonic wins, turn to **128**. If Sonic loses the fight, and loses a life, turn to **210**. If this is Sonic's last life, then . . .

YOUR ADVENTURE ENDS HERE





191

Catcher scuttles forward to deal with the Buzzer. In no time, he manages to have it ensnared in one of his webs. Sonic cannot bear to watch what will happen next. Instead, he takes a sudden interest in trees and has a look at the coconuts hanging from them! Not looking is one thing, but he can still hear the crunching! After Catcher's light meal, turn to 3.

192

This Y-shaped junction in the corridor seems especially cold, but perhaps it is the tiredness that the two friends are now feeling. Sonic wonders whether Catcher can feel tired? Does a Badnik, even a good Badnik (that did sound weird), ever get tired? Sonic begins to think about it. Suddenly, Catcher speaks up as they reach the junction.

'What d'you reckon?' he asks.

This time Sonic shrugs. The two adventurers can either head east (turn to 249) or south (turn to 114).

193

As they walk towards the Emerald, they can see a haze around it. The closer they get, the clearer it becomes that the haze is a swarm of Whisps. They look pretty vicious and dangerous too. What should the adventurers do? They could attack straight away (turn to 297). On the other hand, Sonic could use his Quick Wits and try to come up with another, more subtle, plan (turn to 157).

194

Sonic and Catcher hop off the platform and on to a hill. From here, the view is spectacular! The Emerald Hill Zone looks great, even though Robotnik has been messing around with it.

'What's that over there?' says Catcher.

'What's what?' asks Sonic.

'That tunnel – looks promising, don't you think?' answers Catcher.

It certainly does. Now turn to 147.

195

Sonic and Catcher move on, having failed to shift the blocks and get the rings. The ground is quite flat here and they make good time.

Turn to 124.

196

Sonic releases his grip on the Skypoon's handle and scrambles up the side of the flying machine. Once again, he can see the evil face of Robotnik sneering at him through the glass. Robotnik is not pleased that Sonic has managed to attack him successfully again.

With a broad grin on his face, Sonic drops the Emerald into the machinery. This time, the orangy glow of the beam turns to an orangy-red. This is really beginning

to work! With the quickest of thumbs-up signs to Robotnik, Sonic leaps off the flying machine. In order to land without hurting himself, he will need to use his Agility skill. Sonic needs to score at least 5. If he is successful, turn to **126**. If he fails, then turn to **264**.

197

'Well, I guess I'll see you at the end of the Emerald Hill Zone. That's as long as you get the Emerald into the machine,' sneers Cool Nak Nik.

'We'll be there, count on it,' replies Sonic.

Cool Nak Nik disappears in his normal way, and the two heroes are left alone. There is only one thing for it: head for the end of the Zone and face Robotnik once again.

Now turn to **241**.

198

Sonic needs to find Chaos Emeralds to reverse the effects of the beam weapon. They will have to be dropped into the machine one at a time. He will require three to do the job. The first can be found in the Chemical Plant Zone.

Should Sonic head for the Chemical Plant Zone (turn to **58**)? If you think that Sonic should continue reading the instructions, turn to **46**.

199

They wait patiently for the platform to descend. When it has nearly touched the ground, they jump on to it.

The ride is smooth and it gives them an excellent view of the Zone. When should they jump off? Half-way up, there are some rings close by (turn to 18). If they wait until the platform gets to the top, then they might be able to see the Emerald (turn to 294).

200

Sonic takes a running jump, but again Robotnik is too fast for him. WHACK!!! The end of the beamer hits Sonic squarely on the chest. Sonic smacks against a pipe with such force that it splits. A great rush of steam shoots out of the ruptured pipe and gives Sonic an instant sauna. He hits the ground with another THUMP!! Sonic must lose a life. If this is his last life, then . . .

YOUR ADVENTURE ENDS HERE

If Sonic has at least one life left, then he has only one choice. He must retreat to where Catcher is standing, to see what happens next (turn to 156).

201

'Red bricks painted green, of course,' answers Sonic.

Cool Nak Nik dissolves into laughter. 'You gotta be joking!' he splutters.

'I knew that was the wrong answer,' says Catcher.

'Why didn't you say anything?' replies Sonic. 'Now what?' he continues, turning to Cool Nak Nik.

'Well . . . I suppose I could ask you another riddle,' he replies.

'Go on, then, we're ready. And I'm answering this one,' says Catcher. Sonic just stares at his own paws, embarrassed and slightly annoyed.

'Here we go. When is it against the law to cook an egg without a shell? When it's being fried or when it's being boiled?' asks Cool Nak Nik.

The two friends look very confused. This answer is very important. What will be their reply?

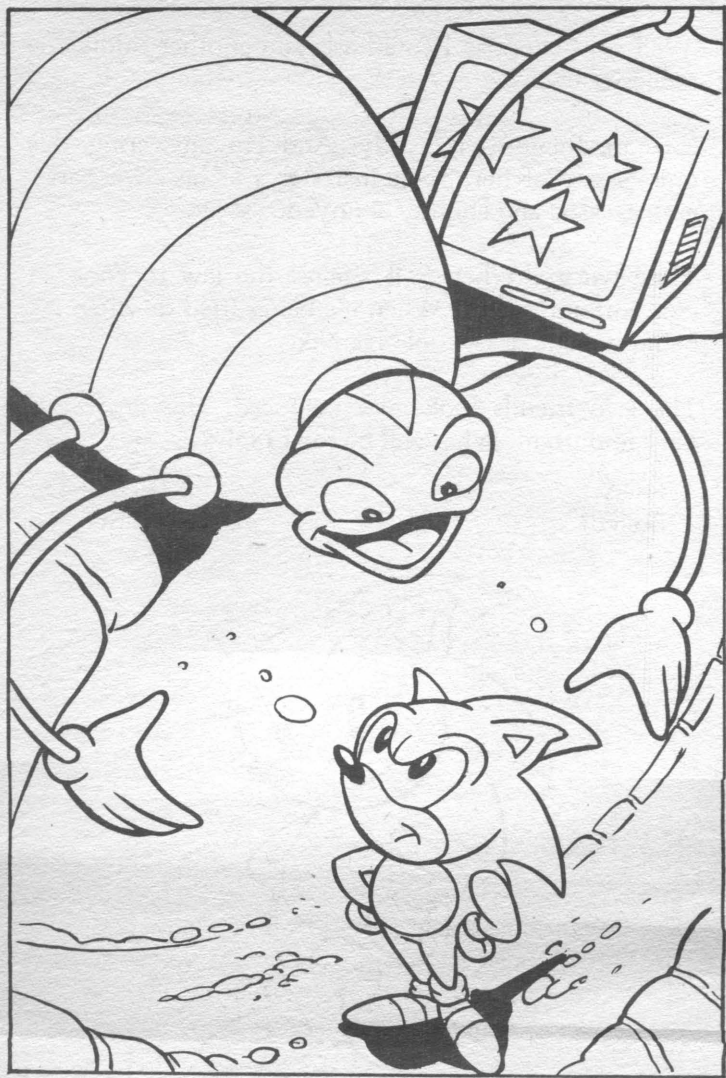
Fried?

Boiled?

Turn to 227

Turn to 79





202

Catcher finally gives in and starts to climb up the side of the loop. In a few seconds, he gets to the top and swings down to grab the rings.

'There's a telly up here too!' shouts Catcher.

'What sort of telly?' replies Sonic.

'One with loads of stars on it. It might be *Star Trek*, I suppose,' answers Catcher.

What should Sonic tell Catcher to do? Ignore the telly and get back down with the rings (turn to 258), or should he get Catcher to have a closer look at the telly (turn to 194)?

203

Despite changing the sneakers, Sonic is still going far too fast. He is about to hit the return spring when his Quick Wits kick into gear. If Sonic can score 5 or more, then he will avoid the spring (turn to 207). If Sonic fails to get the score he needs, turn to 91.

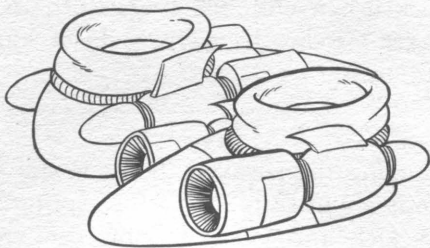
204

Using his incredible Speed and amazing Quick Wits, Sonic ransacks the lab until he finds what he is looking for. Before him, stretched out on one of the tables, are the blueprints to the beam weapon. As Sonic reads the instructions and warnings that Robotnik has written alongside the complicated drawings, he begins to understand what he must do. Turn to 198.

205

Sure enough, Robotnik appears overhead, his crazy-looking flying craft making a low purring sound as it begins to hover. Sonic cannot see it properly from where he is crouching, but he's sure there is something different about the flying machine.

Suddenly, they see something really strange – a deep, eerie orange light begins to fill the sky. Robotnik is up to something. Should they attack the flying ship at once (turn to **209**), or should they wait and try to find out what Robotnik is up to (turn to **12**)?

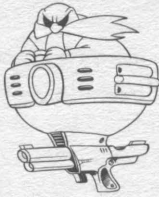


206

Sonic jumps straight on to the upper right-hand block. From here, he can see the dangers which await him over to the right. In the distance is the column where the Power Sneakers are perched, but below it, dangling from the ceiling, are two Grabbers. Best avoided! Should Sonic jump down one block so his chances of getting past the Grabbers are slightly better (turn to **244**), or should he try an enormous jump from here (turn to **278**)?

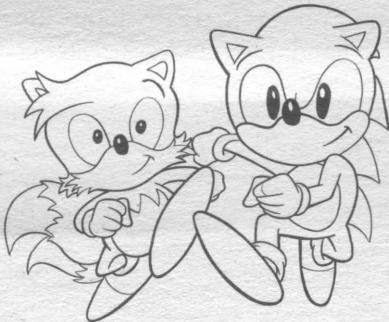
207

Sonic and Catcher are now standing at the bottom of two stacks of moving blocks. It looks reasonably easy, but it needs concentration and lots of luck. Now turn to **284**.



208

As Sonic approaches this junction, he grazes his head on a section of the wall which is sticking out. Sonic feels along the wall to see if there are any direction clues, but just like the rest of the maze, the walls give nothing away. From here, Sonic and Catcher can go north to another corridor junction (turn to **114**), or they can head west (turn to **50**).



209

The two heroes make ready for their attack. Roll the die twice against Sonic's Agility to beat 6 each time. If *both* rolls are successful, turn to **40**. If either of them fails, turn to **97**.

210

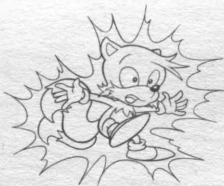
Sonic is forced away from the cliff face by the aggressive Grounder. Just in the nick of time, Catcher spins a web and catches the Grounder. Every time it struggles, it gets more and more tangled in the web.

'Yum, I'm hungry,' says Catcher. 'We've got time?'

'Sure,' replies Sonic, 'I'll wander off while you're eating.'

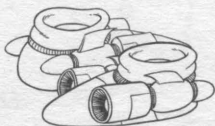
After a few minutes, Catcher calls him back. There isn't much left of the Grounder, and Catcher looks happy. 'I like a big meal,' he says.

What should they do now? They still have the cliff face to climb. Sonic can try to jump up (turn to **14**). On the other hand, he could ask Catcher to make the climb (turn to **138**).



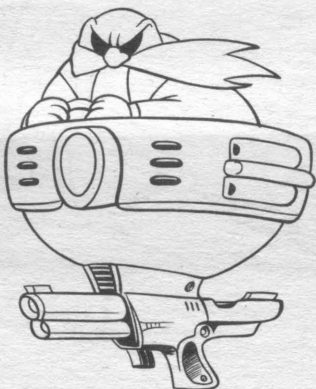
211

Since Sonic doesn't have any rings, he must get to the Sky Fortress the hard way. Sizing things up, Sonic realizes that his only chance is to jump from cloud to cloud. There appear to be three clouds between him and the Fortress. Each jump will require him to use his Agility and Speed. Sonic needs to score 7 each time. Add his Agility and his Speed to a roll of the die. If he manages to make the score three times, then turn to **105**. If Sonic fails any *or* all of the throws, turn to **108**.



212

To attack the flying machine, Sonic must use his Agility skill. He will need to score 8 or more. If Sonic makes it, turn to **151**. If Sonic fails, then turn to **139**.





213

Catcher is no more than a few metres into the tunnel when, suddenly, an enormous block falls out of the ceiling! Catcher manages to cling on to the wall and avoid the block, but Sonic is in danger. He must beat a 6 with his Agility skill in order to prevent himself from being crushed! If Sonic fails, then turn to 64. If Sonic succeeds, turn to 155.

214

With a mixture of the coolest moves on Mobius and the speed of a bullet, Sonic makes it to the flying machine. Scanning the control panel, he spots the starter button and fires up the machine. A brilliant cone of heat roars from the rear of the machine as the panel bursts into light.

Robotnik comes out of the shadows and waddles towards the cockpit. Sonic is too fast for him, and he slams the canopy shut. Robotnik throws himself at the canopy, but he bounces off on to the floor. With a grin on his face, Sonic punches in the launch co-ordinates and zooms through the launch bay and into the clouds.

Now turn to 29.

215

'Give it to me, otherwise . . .' warns Sonic.

'Otherwise what?' says Catcher, getting ready to defend himself. Sonic prepares to attack, but just as he is about to go into a spin, there is a noise behind him.

'What's going on here? You boys fallen out?' says a voice. It is Cool Nak Nik. 'This is even better entertainment than watching you wander through the Zone. Who's gonna hit who first?'

'Let's not give him the pleasure, Catcher. He's not worth it,' says Sonic.

'Maybe, but can I trust you now?' replies Catcher.

'Sure you can. I swear on my lives,' answers Sonic.

'That's better, friends again,' sneers Cool Nak Nik, disappearing.

'Don't know about you, but I'm sick to death of him,' says Sonic.

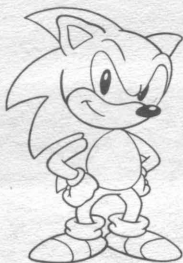
'I agree, but don't try anything now or later. And by the way, he's mine too,' Catcher snarls. Turn to 294.



Sonic agrees to cut down the Catcher. It seems like a good idea to team up after all. Sonic has been missing Tails and the Catcher could be a useful friend for the time being.

Sonic finds a sharp piece of metal and starts sawing away at the spider web holding Catcher dangling from the ceiling of the Zone. It takes a little while, but soon the Catcher is free and crawling along on all its eight legs. The scraping of the legs is odd, like nothing Sonic has ever heard before – a bit creepy he thinks.

Sonic's mind returns to the job in hand. They have to get to the Power Sneakers and they begin to follow the map. What shall the two new-found friends do next? Should Sonic and Catcher use the spring to leap up to the Power Sneakers (turn to **231**), or should they climb up the column the hard way (turn to **250**)?



217

A brilliant shot! The Magno Ladder attaches itself to the flying machine. In a second, Sonic climbs up the ladder and is beside Robotnik. The crazy scientist stares in disbelief through the canopy of the cockpit. All he can do is pitch the craft left and right to try to knock Sonic off. Before the rocking gets too violent, turn to **113**.

218

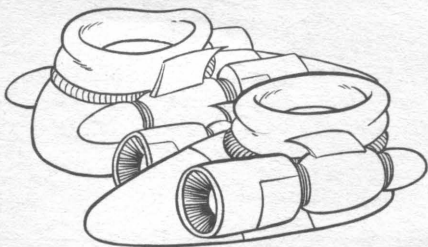
Sonic hands over the five rings. Cool Nak Nik pockets them with a flourish.

'Here's the Magno Ladder. Make sure you use it right. Robotnik needs to be quite close to the ground to make it work,' he warns.

'Thanks,' replies Sonic.

'See you at the end of the Aquatic Ruin Zone, then? If you make it that far, which I doubt!'

'Don't be too sure of that,' warns Sonic. Now turn to 93.



219

'I could help you out, but it'll cost you,' says Cool Nak Nik.

'Thought it might,' replies Catcher.

'What's the deal?' asks Sonic.

'Just the Emerald, that's all,' answers Cool Nak Nik.

'How are we gonna manage the job without the Emerald?' questions Sonic.

'That's no problem, you'll get it back if you do it right,' replies Cool Nak Nik.

'OK, I guess we've got no choice,' says Sonic, handing over the precious Emerald. Now turn to 236.

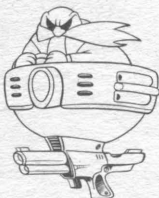


220

Nightmare! The two heroes tumble to the ground in a mess of blue and orangy-red. No matter whose fault it was, the result is the same. The two friends are *right in the path* of the oncoming beam. Tails is hurt – he seems to have twisted his ankle in the fall. Both of the friends lose a life as they hit the ground. Sonic is up first and manages to scramble away, but Tails is too slow. Sonic looks on in horror as the beam hits his friend's legs first. Tails begins to stiffen, then as the beam plays over the rest of his body, he slowly transforms into a gnashing and gibbering Badnik.

'Tails! Oh no!' screams Sonic. He realizes that it is already too late to save his pal. The newly created Tailsnik pulls itself to its feet and starts to hobble towards Sonic. The beam doesn't have sufficient power to mend Tails' damaged ankle. This will give Sonic enough time to make his getaway.

With tears forming in his eyes at the loss of his friend, Sonic whizzes out of range of the beam. He can only look on as Robotnik continues to wreck the Green Hill Zone with his new weapon. Turn to 163.



221

'Dead-end. I knew it!' shouts Sonic.

'Knew what? You never said anything,' replies Catcher.

'I guess we'd better turn around,' says Sonic. Now turn to 85.

222

'Cheers,' says Cool Nak Nik, pocketing the five rings. 'Here's your Skypoon. I thought it was ideal, considering that you've been in the Aquatic Ruin Zone.'

'How does it work?' asks Sonic, looking at the strange device.

'That'll cost you more,' replies Cool Nak Nik.

'What, more rings?' says Catcher.

'Not rings, I want those Power Sneakers of yours, Sonic,' is the reply. Sonic reluctantly hands over the Power Sneakers in return for the instructions on how to work the Skypoon. Delete the sneakers from Sonic's Stuff. Turn to **197**.

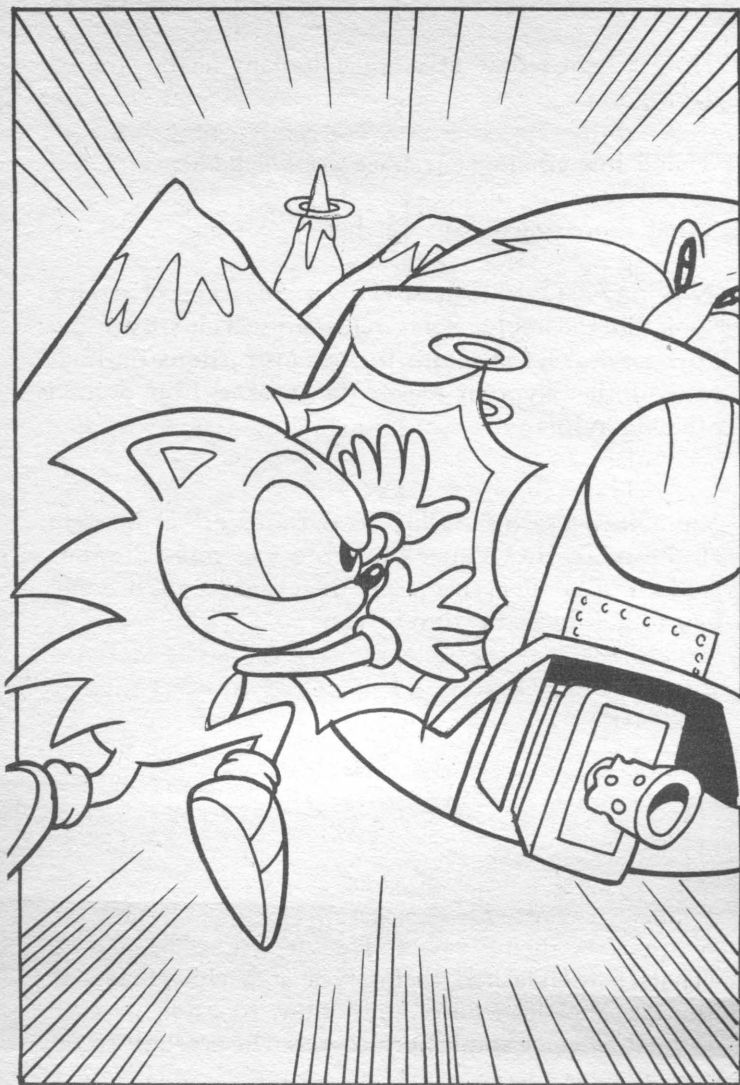
223

Sonic must use his Agility to make sure that he gets all the rings. He will need to score 5 or more in order to do it. If Sonic is successful, then turn to **78**. If Sonic fails to get the score, turn to **120**.



224

The two friends find themselves at a cross-roads of tunnels. They can head north (turn to **292**), or east (turn to **182**), or south (turn to **50**). The western route takes you back to the entrance.



225

The zoom up and jump are awesome! Sonic is flying through the air like a bird. For a moment or so, Sonic thinks that he might be going too fast to stop and he will overshoot Robotnik. Sonic lowers his paws to slow down and to be ready for the inevitable hard landing on the flying machine.

Sonic hits the flying machine with a THUMP!!! Scrambling away from the dented part of the machine, he heads for the cockpit and the beamer. Robotnik is cursing loudly now, but Sonic cannot hear him through the glass. In seconds, Sonic is beside the beamer, Emerald in hand. Now is the moment of truth! He lobbs the Emerald into the machine just as Robotnik banks it to throw him off. Turn to 6.

226

Emerging from the tunnel, the two friends face their final task to beat Robotnik. Sonic feels very confident, but first they have to find Cool Nak Nik. He always seems to turn up near the end of the Zone, so they make their way there as quickly as they can. Now turn to 272.

227

'Wrong again! This is a good laugh. A boiled egg without the shell is a poached egg! Geddit?' he screams. There is no way that Cool Nak Nik will give Sonic and Catcher the weapon now. The adventure is over – or is it? 'I can offer you one more chance, but I don't know why I should bother,' announces Cool Nak Nik.

'What's that, then?' asks Catcher.

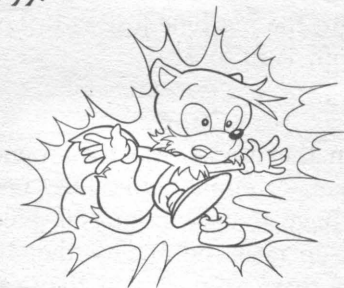
'What's nothing – it doesn't involve you, spider,' replies Cool Nak Nik.

'Charming,' mutters Catcher.

'I can send you, and only you, Sonic, to Robotnik's Winged Fortress Zone. It's sort of, well, back in time, I suppose,' says Cool Nak Nik.

'Go for it,' agrees Sonic.

Now turn to 77.



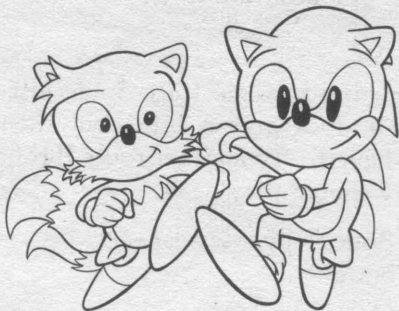
Sonic and Catcher head for the bridge. Sonic knows that it is always guarded by at least two Mashers. Sure enough, they can see the leaping mechanical fish on duty.

'These Mashers can be a bit of a pain,' says Sonic.

'They don't look mean,' replies Catcher.

'Don't be too sure about that,' warns Sonic.

What should they do? Should Sonic attack the Mashers (turn to 70), or should he try to jump right over the bridge and avoid them (turn to 87)?



229

Although Sonic tries as hard as he can, he just cannot quite make it. He tumbles back to the ground, landing a few metres away from Catcher. Dusting off the dirt and grime, Sonic pretends that it doesn't really matter. Catcher is not impressed, but he doesn't say anything.

What should they do now? They could give up and have a look at the map, trying to find the easiest way through the Zone (turn to 255). On the other hand, Sonic could swallow his pride and ask Catcher to get the rings for him (turn to 142).

230

Has Sonic dealt with Clucker? If he has, then turn to 17. If he hasn't trashed Clucker, turn to 183.

231

Sonic and his strange new friend zoom up with the power of the spring and land on top of the Power Sneakers' box. Should they grab the Power Sneakers first (turn to 94), or should they try for the rings that are just out of reach (turn to 5)?

232

No matter how hard he tries, Sonic just cannot shift the door. It does give a little, but then holds firm. They will have to try another route through the Zone. Which way should they head:

To the Zone's upper levels?
To the bridge?

Turn to 166
Turn to 228



233

This is a pretty mega leap. Sonic will have to use his Speed to get him safely over the chasm. Sonic needs to score 7 or more to make it. If Sonic is successful, turn to 72. If Sonic fails, then turn to 273.

234

Sonic grabs the ten rings along the length of the bridge. Add these to Sonic's Stuff, he may need them later. Catcher gets across the bridge the hard way, by crawling along the bottom of it. Together again, they

trot on towards another clump of coconut trees. This time, there are three Buzzers waiting for the two adventurers.

What will Sonic and Catcher do? Should they attack the Buzzers? If so, turn to **165**. However, there is a chance that they could avoid the Buzzers. If you would like to try, then turn to **26**.

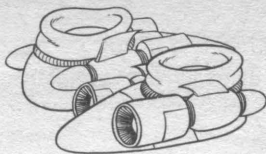
235

Catcher sends a web spinning up to the top of the main column. In a second, he is up there. Sonic is really impressed with the speed of the spider. 'Must remember that when things are back to normal. Those Grabbers can really move if they want to,' he says aloud to himself.

Catcher grabs the ten rings, then skitters down the line to rejoin Sonic. 'Here we are,' he says, handing over the ten rings to Sonic. Add them to Sonic's Stuff.

'Thanks, that was great,' Sonic replies.

They look at the map and try to figure out the easiest way through the Zone. It looks like they are quite close to the end by now. Turn to **255**.





236

'Welcome to my Mega Maze!' announces Cool Nak Nik. 'There are no clues, just the maze. The walls are black, the ceiling is black, the floors too. Neat, huh? You will be lost for ever, unless you are clever, but I doubt that. The way out is somewhere to the south, but you gotta head east first.'

'No maze is a match for me,' replies Sonic.

'Me neither, I guess,' adds Catcher.

'We'll see, won't we?' answers Cool Nak Nik, promptly disappearing in a puff of smoke. Sonic and Catcher stand at the entrance to the maze. It looks really dark in there, silent and cold too.

'Let's go for it. Last one out is a Badnik!' says Sonic. He looks at his companion, then realizes that he has just said the wrong thing. 'Sorry, I didn't think,' he adds.

'No problem, I wouldn't want to be a blue hedgehog anyway. I'm happy the way I am,' replies Catcher.

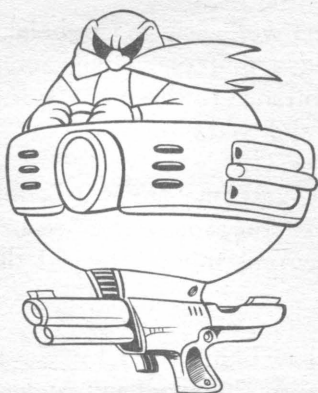
The corridor disappears eastwards into the darkness. Now turn to 224.

237

Sonic lands beautifully on the upper right-hand block. From here, he can clearly see the Power Sneakers, way over to the right. His quick thinking tells him that

there is danger below. Sure enough, he can see two Grabbers suspended from the ceiling, dangling in the way of the easiest route through the maze.

What should Sonic do? He has two choices. He can jump down one block and get a better view of the Grabbers (turn to 244). Alternatively, he can try to make a big leap and land beyond the Grabbers, near to the column where the Power Sneakers are perched (turn to 278).



238

This long section of corridor ends with cross-roads. In which direction will Sonic and Catcher head:

Continue north along the corridor?

East?

West?

Turn to 57

Turn to 248

Turn to 28

239

Sonic grabs the five rings. Make sure that you add them to Sonic's Stuff. As Sonic tries to get back to the top of the column, Catcher reaches out and stops him from falling down to the ground, way below.

'Cheers, man,' says Sonic.

'No problem,' replies Catcher.

There is no more time to mess around. Sonic needs to have a good look at the map. Now turn to 39.



240

Sonic and Catcher spot a wonderful loop, packed with rings. They wander up to it, Sonic admiring its shape and beauty. Catcher thinks it would be a great place to make a web. All of the hard work has been done, he would only have to spin the lines in between!

Sonic and Catcher have three ways to handle this loop – which will it be? Sonic can whizz around himself (turn to 137). They could both try to climb up the loop and grab the rings (turn to 152). The final choice would be to ask Catcher to grab the rings on his own (turn to 36).



241

No sooner have they arrived at the end of the Zone than they see Robotnik skimming around in his flying machine. The two friends crouch beside a rock and watch as the craft gets closer. What should they do next:

Fire the Skypoon at the flying machine?

Turn to 288

Read the Skypoon's instructions first?

Turn to 116

242

Sonic is getting cold just hanging around and doing nothing. If he doesn't make a move soon, then it will only be a matter of time before a Badnik or Robotnik comes along. What should Sonic try next:

Search the room, if he hasn't done so already?

Turn to 88

Jump around to keep warm?

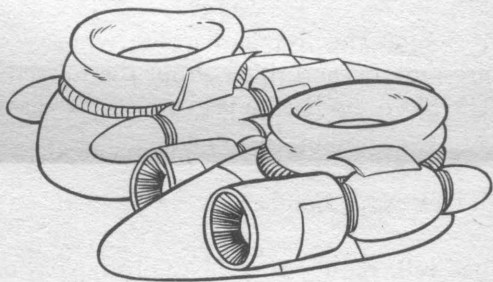
Turn to 145

243

Chaos! The two heroes fall back to the ground in a jumble of legs, spines and fur. As Sonic falls and hits the ground, he loses a life. Tails does, too, but he is hurt and cannot move. Sonic gets up and moves a few metres to the left and avoids the oncoming beam. Tails is not so lucky. The beam hits his legs first. He begins to stiffen, then as the beam plays over the rest of his body, he slowly transforms into a gnashing and gibbering Badnik.

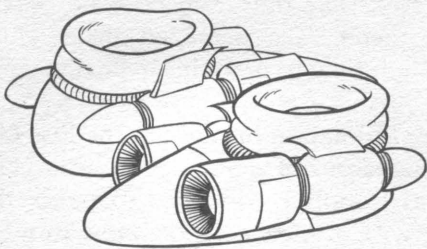
'TAILS . . .' screams Sonic. He realizes that it is already too late to save his pal. The newly created Tailsnik pulls itself to its feet and starts to hobble towards Sonic. It looks like the beam does not have sufficient power to mend Tails' damaged ankle. This will give Sonic enough time to make his getaway.

With tears forming in his eyes at the loss of his friend, Sonic whizzes out of range of the beam. He can only look on as Robotnik continues to wreck the Emerald Hill Zone with his new weapon. Now turn to 163.



244

The Grabbers look pretty nasty. Sonic knows that these aggravating little spider-like creatures will grab anything that passes near their steel legs. If he is not careful, they will get him and squeeze all the rings out of him. They are so dangerous that there aren't any other creatures here in the Zone because they have been grabbed and crushed already! Sonic needs to grapple with the Grabbers to get past. But which one should he go for? Should he try the nearest Grabber first (turn to **115**)? Or should he go for the furthest one? After all, he may not need to tackle the first one if he can get this one. If so, turn to **188**.



245

Missed again! The flying machine whizzes off! Sonic can only look on and think about the missed opportunity. The Skypoon has vanished into the distance – no chance of ever finding that again.

'Tough luck,' says Catcher.

'Yeh, bad call,' replies Sonic. Now turn to **280**.

246

With his tremendous strength, Sonic manages to move the blocks into place. After he has made the pyramid, he hops up on to the top of the blocks and grabs the five rings. Remember to add these to Sonic's Stuff.

'Nice bit of work. Sorry I couldn't help. Block moving just isn't me,' says Catcher.

'I bet,' replies Sonic, rather tired after his hard efforts. Turn to 27.

247

This is a cross-roads. The two adventurers have three directions to choose from. Where will they go:

To the east?

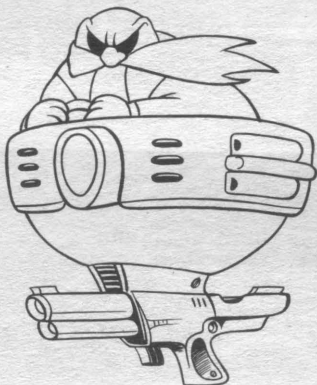
To the west?

To the south?

Turn to 2

Turn to 131

Turn to 276





248

This is a Y-shaped junction. As the two adventurers reach it, they hear a voice.

'Told yah this was hard. This is a recorded message, so don't bother asking me any questions. I've got my feet up watching the TV while you two are wandering around in the dark. It's a tough life!' It's the voice of Cool Nak Nik, and he sounds pleased with himself.

'Just wait till I get my paws on him,' warns Sonic.

'You'll have to beat me to him,' adds Catcher.

The two friends return to the task in hand. They can either head west (turn to **28**) or south (turn to **82**).

249

Bad news! This is a dead-end. The corridor stops abruptly at a sheer black wall. The two heroes must head back to the west. Turn to **192**.

250

Catcher gives Sonic a ride on his back. These spiders are ideal for getting up sheer surfaces. Catcher manages the climb with no problems, even with a large blue hedgehog on his back. Sonic is beginning to like his new pal. Once they reach the top, they can see the Power Sneakers' box and the batch of rings within reach. Sonic takes a quick look at the map and realizes that they are at the beginning of the map's instructions.

What should they do now? If you think that Sonic and his friend should try for the rings, turn to **223**. If you think that Sonic ought to have a really good look at the map and get moving, then turn to **39**.

251

'Oh no, not another Y-shaped junction,' exclaims Sonic.

'Yep, but don't you feel the breeze? I'm sure that I can. Isn't that light up ahead too?' answers Catcher.

'I think you're right! Let's go for it!' replies Sonic.

It might just be another trick. If you think that the heroes should head for the north, turn to **24**. If you think that this is a trick and that they should try another way, then the only other option is east (turn to **123**).

252

In order to get to the secret room, Sonic and Catcher need to leap on to a moving block, which should carry them over to the room. Sonic will have to use his Agility skill. Catcher is a bit of a problem. Sonic will have to carry him on his back. Because of this, reduce Sonic's Agility by 2, but you will still need to score 5! If Sonic and Catcher make it, turn to **92**. If they fail in their attempt to ride the block, then turn to **180**.

253

Having failed to jump up high enough to reach the platform, they will have to wait for it to come all the way down. Now turn to **199**.

254

The two adventurers zoom through the waterfall. In fact, Catcher beats Sonic to get past it first. Amazed, Sonic turns and looks at his new friend, who is already trying to wipe the water off his back.

'Ugh! I hate water,' says Catcher.

All Sonic can think of is flushing spiders down the plug-hole of a bath, and he begins to laugh. There is another waterfall further on, and beyond that a slope rising up. Turn to 63.

255

The map seems to work. Every time they get to a dangerous part of the Zone, the map shows them a safe way around it.

'I think I'll hang on to this,' Sonic says, pointing at the map, 'even after all this is over. Could prove useful.'

Catcher agrees with him, 'But what happens when you and I meet when this is finished?'

'We'll say hello and have a chat. You can meet Tails too. You'll like him,' replies Sonic.

'Things will be different then. Suppose you attack me?' asks Catcher.

'What makes you think that I will? Especially after going through this together,' Sonic answers.

Catcher is not convinced, but he tries to smile with his mechanical face. The machinery wasn't designed for smiling, so the smile just looks like an evil grin. Sonic looks at Catcher, not sure what is going on in his head. They continue their travels and soon arrive at what looks like a bottomless chasm. It is extremely wide and full of water. The two adventurers can try either to leap the enormous chasm (turn to 233), or they can think for a little while and try to come up with another idea (turn to 20).

256

Sonic jumps up and lands perfectly on the spring. It catapults him up. As he reaches the top of the arc, he sees that he has a choice. Slightly to the left are five rings, but directly above, just beyond the curving tube, is a ledge. Which target should he aim for? If you think that Sonic had better try for the rings, turn to 261. If you think that he should go for the ledge, then turn to 32.

257

Sonic swaps his new sneakers and puts on his own ones. Sonic wraps the Power Sneakers around his neck for safety. He might need them again. Sonic and Catcher are now standing at the bottom of two stacks of moving blocks. Getting across looks reasonably easy, but it needs concentration and lots of luck. Now turn to 284.

258

After finishing with the loop, Sonic and Catcher head towards the end of the Zone. They cannot be far from the Emerald, but they have still seen no sign of it.

Eventually, they reach a platform which is moving up and down.

What should the hedgehog and spider do now? They can wait for the platform to get to the bottom, then jump on (turn to 199). Alternatively, if Sonic feels athletic, he could jump up to the platform now (turn to 41).

259

'This is hopeless, we're completely lost. Aren't we?' asks Catcher.

'No. No way,' replies Sonic. If the truth be told, he thinks that they are lost, but he wouldn't admit it. Since this is a Y-shaped junction again, the two comrades have a choice. Will they:

Head east?

Turn to 15

Head south?

Turn to 131

260

Sonic zooms past the star post at the end of the last Zone before the Sky Chase Zone. There is no sign of Robotnik. He hasn't even left an end of Zone robot guardian. Sonic is relieved, because he is beginning to feel a little tired.

As he leaves the Zone, Sonic finds himself in a cold, small room. There doesn't appear to be an exit. Surely, Sonic is not trapped? What should he do?

Search the room?

Turn to 88

Wait and try to figure out his next move?

Turn to 242

Jump around to keep himself warm?

Turn to 145

261

Sonic gracefully spins through the five rings. Add these to Sonic's Stuff. With all the skill of an acrobat, he lands perfectly on his paws beside the spring once more. With the rings in the bag, he must still figure out a way of getting through this maze.

Sonic can use the spring again, but this time concentrating on height rather than the rings (turn to 286). Alternatively, he can use the tube (turn to 130).



262

'You can carry on, but I want the Emerald. You may have a chance to get it back later,' says Cool Nak Nik.

'What's in it for us? If we give you the Emerald, then we can't beat Robotnik,' replies Catcher.

'And we can't get to the Emerald Hill Zone without beating Robotnik here,' adds Sonic.

'Oh yes you can! Give me the Emerald and I'll zap you there right now,' Cool Nak Nik suggests.

'OK, I suppose we've got no choice,' says Sonic, handing over the precious Emerald. Turn to **112**.

263

The flying machine stops overhead. They can see a large gun-shaped thing pointing out of its front. They can also just make out the egg-shaped head of Robotnik as he concentrates on keeping the machine flying. Robotnik's hand touches a panel on the side of the cockpit, and suddenly the sky is bathed in an eerie orange light.

'Let's go for it!' shouts Sonic.

'No. He's too high, you'll never make it,' warns Tails.

Tails is right – better to wait until Robotnik comes down a little lower. Neither of them like the look of the orange light. What is Robotnik up to? Turn to **209**.

264

Sonic lands very awkwardly. He must either lose a life or all his rings. If this is Sonic's last life, then . . .

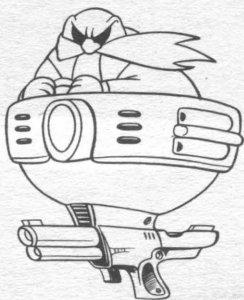
YOUR ADVENTURE ENDS HERE

If Sonic is still OK, turn to **134**.

265

As Sonic makes for the flying machine, Robotnik reappears. With a speed that amazes Sonic, he gets into the machine and flies off through the launch bay. There is nothing for it but for Sonic to try to get the Emeralds he needs to reverse the power of the beam.

If Sonic hasn't been to the Chemical Plant Zone, turn to **58**. If Sonic has been to the Chemical Plant Zone and has collected the Emerald, but he has not been to the Aquatic Ruin Zone, then turn to **150**. If Sonic has collected the Emeralds from the Chemical Plant Zone and the Aquatic Ruin Zone, but he has not been to the Emerald Hill Zone, turn to **112**. If Sonic is still short of an Emerald, after having visited the Chemical Plant Zone, the Aquatic Ruin Zone and the Emerald Hill Zone, then turn to **236**.



266

This is a very difficult jump. Sonic will need to use his Agility to do it. He must score an amazing 8 to be successful. If Sonic makes it, turn to **158**. If Sonic fails, then turn to **229**.

267

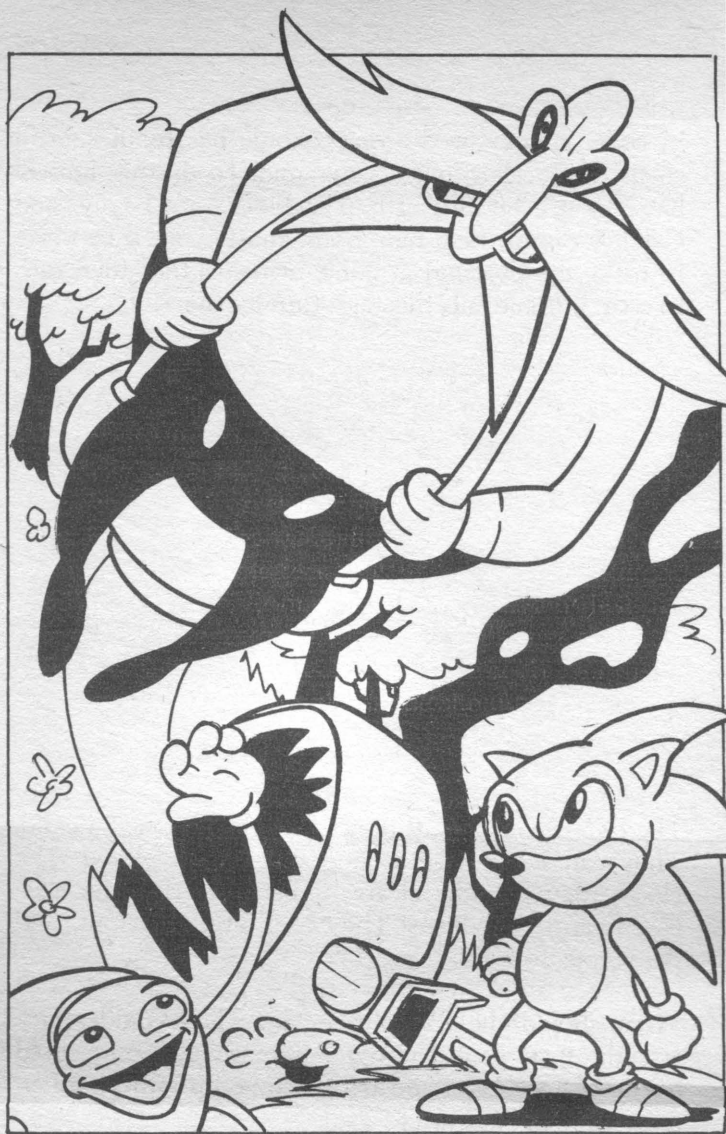
In order to get to the rings, Sonic has to pick up a series of blocks to make a pyramid. To do this, he will have to use his Strength. The blocks are heavy, and Catcher cannot help him. Sonic must score 6 or more to make the pyramid. If Sonic manages this, then turn to **246**. If Sonic fails this task, turn to **195**.



268

The two friends talk as they walk towards the Emerald. They can see a haze around where it is placed. The closer they get, the clearer it becomes that the haze is a swarm of Whisps! They look pretty vicious, and dangerous too.

What should the adventurers do? They could attack straight away (turn to **297**). Alternatively, Sonic could use his Quick Wits and try to come up with another, more subtle plan (turn to **157**).



269

Sonic jumps down and watches the flying machine bank away. The beam has already changed colour and it is now projecting red waves of light. Instantly, the damage done to the Emerald Hill Zone is being mended. Robotnik spots the changes too. Without a second thought, he crashes the flying machine into the side of a hill. He cannot bear to see all his hard work ruined! He is OK, though. Sonic can see an ejector seat whizzing off into the distance with the red-clad, fat egg-man in it. Now turn to 300.

270

'Oh no, another Y-junction. Which way this time, Catcher?' asks Sonic.

'Dunno, east maybe. Or north?' replies Catcher.

'You're a lotta help!' shouts Sonic, getting frustrated.

Should they go north (turn to 48) or east (turn to 73)?

271

Sonic hears a rumbling, but he cannot work out what it is. Then it becomes obvious – part of the ceiling is *falling in*! Sonic will have to use his Quick Wits. Sonic needs to score 7 or more to avoid being squished! If Sonic fails, then turn to 64. If Sonic succeeds, turn to 155.

272

Like a bad penny, Cool Nak Nik shows up! He seems quite surprised that they have managed to fight their way through all the Zones and are now on the verge of winning.

'Got my five rings?' Cool Nak Nik says, cockily.

Have they got five rings to give Cool Nak Nik? If they have, then turn to 22. If they haven't, turn to 143.

273

Sonic fails as he hits the inside face of the chasm. He must instantly lose a life or all his rings. After this, Sonic pulls himself up and stands on the far side of the chasm. Catcher follows by firing a line across the chasm, then swinging over. If Sonic is still OK, then turn to 193.

If Sonic has just used up his last life, then . . .

YOUR ADVENTURE ENDS HERE

274

Another Y-shaped junction! This time they can either head west (turn to 13) or north (turn to 73).

275

Sonic is just a blur of blue as he heads for the Winged Fortress Zone. All the Badniks on the way can only stand and stare at the speed and skill of the hurtling

hedgehog. Nothing can stand in his way! Sonic lost count, but he bet that he didn't boff more than about a dozen Badniks on the whole trip. Speed was the important thing – any delay could mean that Robotnik had headed back to the Winged Fortress Zone and was lying in wait for him. Bad news! Now turn to **260**.

276

This is a T-junction. Sonic and Tails can go no further east, and they are as south as they need be, too! Cool Nak Nik has left a mark on the wall here. It is an arrow, pointing west. Should they believe him? If you think that they should, turn to **48**. If you think that Cool Nak Nik is trying to trick them, and that they should head north, turn to **247**.

277

'No rings, so you get another riddle,' announces Cool Nak Nik.

'Oh great, my favourite,' replies Sonic, lying.

'Here it is then. When is a door not a door? When it's closed, or when it's ajar?' asks Cool Nak Nik. What will Sonic reply:

Closed?

Turn to **110**

Ajar?

Turn to **31**

278

What a cool move! Some dudes would call it luck, but those who really know would call it COO-OOL!

Oh no, another dead-end! This is getting boring. This maze seems to go on for ever. There is no other option but to head back to the west, so turn to **103**.

With a mega hop, skip and a jump, Sonic clears the distance and lands like a jump jet on both sets of paws. AWESOME! Sonic sneers at the two growling

284

How should Sonic and Catcher get to the top block and grab the Chaos Emerald? It is a long way up there.

'I'll get it, if you like, dude. No hassle, be there and back in a tick,' says Catcher.

Does Sonic really trust Catcher with this important job? If he does and he thinks Catcher ought to try, then turn to 178.

The only other way is for Sonic to climb up the moving blocks, one by one. It may take some time, but at least Sonic can be sure that it will be done right. If you think that this is the better option, turn to 66.

285

Well, that's it then! Robotnik has won! Tails will be a Tailsnik for ever, and the Grabber remains Catcher. Not exactly the stuff of heroes, but at least you did try hard.

YOUR ADVENTURE ENDS HERE

286

To make sure that Sonic manages this leap just right, he must use his Agility. Sonic will need to score 5 or better to make this complicated jump. If Sonic is successful, then turn to 185. If Sonic fails, turn to 95.

287

The Magno Ladder spins off and latches on to a pipe. Luckily, the pipe is made of aluminium, so the magnetic

blocks do not grip. The Magno Ladder tumbles down to Sonic's paws. He must try again, so turn to 45.

288

Sonic fires the Skypoon. The arrow-head, with the rope attached, arcs up into the sky. The arrow-head glances against the metal of the flying machine and bounces off. The Skypoon itself disappears into the water, lost for ever.

It is at about this time that Sonic realizes what he should have done – he should have been holding on to the Skypoon! Now turn to 19.

289

An amazing feat! Sonic has managed to do the impossible. He reaches the top of the stack of moving blocks and grabs the Emerald. Triumphant, Sonic holds it aloft and a smile spreads across his face.

It takes Sonic almost as long to get down as it did to get up, but after all, down is better than up – it's a lot less dangerous.

'Good one,' says Catcher.

'No PROBLEM!' replies Sonic.

Turn to 102.

290

'No, no thanks,' says Sonic. 'We've given it our best shot.'

'I never had you down as a quitter,' mocks Cool Nak Nik.

'Never – don't call me that,' replies Sonic, defensively.

'What about me?' asks Catcher.

'You'll just be a good guy for ever, I suppose,' answers Cool Nak Nik.

'YUK! Do I have to . . .' moans Catcher.

Well, that's it then – the adventure is over. You gave it your best shot, but it wasn't quite good enough. Tails will remain a Tailsnik always, or will he?

'Oh, and by the way,' adds Cool Nak Nik, 'the beam's effect is only temporary. I reckon in about a week or two things will start to return to normal.'

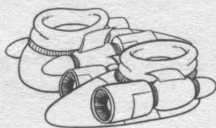
'YEEESSS!!!!' scream Sonic and Catcher. This time, it is they who leave Cool Nak Nik in their rush to find Tails and make sure that he doesn't get into any bother in the mean time!

YOUR ADVENTURE ENDS HERE



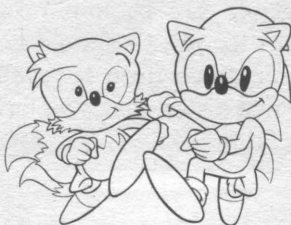
291

Sonic and Catcher join the upper level of the Zone just beyond a coconut tree and a Buzzer. Never fear, there are always more dangers ahead, so turn to 234.



292

The slick sides of the corridor give no clue at all. Sonic and Catcher can either go south (turn to 224) or head off east (turn to 299).



293

Sonic manages the amazing jump and lands perfectly on top of the cliff. Sonic looks down at his friend, who is already beginning his slower climb. In a few minutes, they are standing together, looking down at the ground, way below.

'That was a pretty nifty jump,' says Catcher.

'I know, it's what I'm good at,' replies Sonic.

They turn to look at what faces them now. It looks like a long walk, but they can see the Emerald, way off in the distance. Turn to 47.

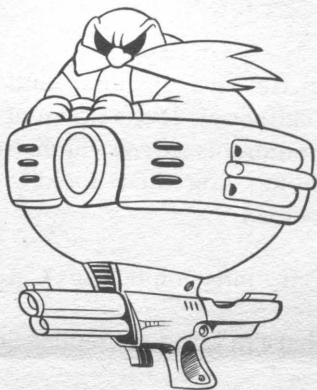
294

'I'll jump on it and see what happens,' says Catcher.

'NO! Don't do that! It might be dangerous!' warns Sonic. It's too late. Catcher jumps on the telly and suddenly has this odd glow about him.

'It's an invincibility telly!' shouts Catcher.

What should Sonic say to him now? Give me the invincibility (turn to 96), or should he just tell him to hurry up and get down (turn to 154)? Before you do either of these, make sure that you have added the ten rings to Sonic's Stuff.



295

Sonic just doesn't get boosted up enough. He takes the first bend of the bridge, then drops down to the lower level. He lands OK, his pride more hurt than his body. Catcher jumps down to join him.

'Never mind, you can't win 'em all,' says Catcher.

They will have to head for the bridge now, so turn to **228**.



296

'I'm sorry, Catcher. I didn't mean it,' apologizes Sonic.

'OK, I forgive you, but don't get any funny ideas about grabbing my invincibility,' replies Catcher. They walk along together in silence for a while, until it is Catcher who speaks first. 'What's that over there?'

'What's what?' asks Sonic.

'That tunnel, it looks promising, don't you think?' answers Catcher.

It certainly does. Now turn to **147**.

297

Attacking all these Whisps is mad! But Sonic thinks he can handle it. Sonic must roll the die four times. Add the result to his Agility and try to make a total score of 20! If he manages this incredible feat, then turn immediately to 60. If he fails, then he must try again. But remember to deduct one of Sonic's lives from his *Vital Statistics*. If this is Sonic's last life, then . . .

YOUR ADVENTURE ENDS HERE

When Sonic attacks again, he only needs to score more than the number of Whisps left. In other words, whatever his score was last time is the number of Whisps he whacked. Sonic will lose another life only if he scores less than the remaining number of Whisps.

When Sonic has completed the swatting, turn to 60.



298

As Sonic enters the laboratory, he sees Clucker! This strange and dangerous Badnik is a chicken farmer's

nightmare! Sonic will have to fight him. Clucker has a fighting score of 7, and Sonic must use his Quick Wits to beat him. Clucker will need to be beaten twice.

If Sonic beats Clucker, then turn to **282**. If Clucker wins any of the rounds of combat, then Sonic must lose a life. If this means that Sonic has lost all his lives, then . . .

YOUR ADVENTURE ENDS HERE



299

This next junction is another T-junction.

'Why is it always a T-junction? Why not a B-junction or a Z or even a Q?' asks Catcher.

'You really are very stupid, aren't you, Catcher!' says Sonic.

Catcher thinks for a while. 'Might be,' he says.

The hedgehog and the spider can either go west (turn to **292**), or they can head south (turn to **125**).



300

The beauty of the Emerald Hill Zone is slowly returning. Already, the spikes, traps and Badniks are beginning to turn back into what they should be. Catcher is changing too! Before Sonic's eyes, the spider creature takes on an altogether more evil look. What if Catcher – no it's a Grabber – attacks? The final transition over, the Grabber turns to face Sonic. Will he attack?

The Grabber moves towards Sonic, menacingly. Then, suddenly, one of his spidery legs shoots out. 'Put it there, pal!' he says.

Sonic extends his paw and clasps the metal leg. He is somewhat relieved, after all they have been through it would have been a shame to have trashed Catcher now.

'What about your mate?' asks the newly transformed Grabber.

'Tails! Of course, Tails. That's what all of this has been about!' Sonic shouts. As if to answer him, a strangely bedraggled red figure appears.

'Tails! Is it really you?' screams Sonic.

'Yeah. Who else would it be?' replies Tails.

'You OK?' asks Sonic.

'Sure, why not? I just feel a little fuzzy-headed,' answers Tails.

No change there, thinks Sonic. He runs over to meet his friend. It's great to see him again. While this is going on, the Grabber starts his long journey home. What will happen when Sonic and the Grabber meet again? Well, that's another story . . .

**YOUR ADVENTURE ENDS,
VICTORIOUSLY, HERE**

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